

REMARKABLE RACES[®]

SUBMERGED

the Marine Entobian



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE MARINE ENTOBIAN

A New Player Character Race for use with the Pathfinder® Roleplaying Game and the Cerulean Seas Campaign Setting®

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Remarkable Races Submerged:



(NYMPHITE)

The Marine Entobian

As an entomologist, I first considered it a great honor when the High Council of the Delatari appointed me head of research in the investigation of marine entobians. At the time, entobians were perhaps the most enigmatic members of the insect world. Aside from their unmistakable sapience, tremendous size¹, elective nymphal stages², and aquatic status, they were also adapted to saltwater environs. This is rare for insects, as only a small group of rather miniscule water striders could claim the sea as their home³, with the majority of aquatic insects being purely freshwater, or able to withstand saltwater temporarily among estuary-born broods. My studies, however, proved to be a bit beyond my expertise, and more than a little agonizing.

According to my research⁴, the entobians originated around a century before the Great Flood, and were the result of some sort of arcane/alchemical water contamination of a particular river that has been lost to the Flood. The theory was that the mysterious waste⁵ affected the local insect population causing them to grow and become intelligent in only a few generations. Considering that the pollutant was waterborne, it is entirely possible that aquatic entobians⁶ also originated at this time, but were overlooked or lost to history.

The first recorded encounter with saltwater⁷ entobians was with a halobite roughly 80 years ago. This is significant because its form mimicked the form of a halobate, a well-known sea strider insect, one of the few whose life cycle was entirely oceanic³. This perhaps made some sense to us entomologists, though it was short lived, as less than a decade later we met several other imago forms including those that looked like formerly freshwater species such as dragonflies, diving beetles, water bugs, and even mosquitos. The variety was mind-bending. To add to this enigma, those imagos such as dragonflies and mosquitos have adapted even further so that they could retain some semblance of aquatic life, even though the insects that they resembled do not do so in their "adult" forms. We also learned that the nymphites⁸ could entirely control their metamorphic stages, thus choosing to remain neotenic if they wanted to, or choose one of six possible imago forms.

Our best educated guess is that the magical mutagen greatly enhanced the evolutionary ability of these insects, allowing them not only to grow in size and intellect, but also permitting their bodies to adapt to the new, mostly briny, world. I began my field investigation after years of journal study. I started my empirical research by interviewing several marine entobians from all walks, forms, and dispositions. Not surprisingly, they knew very little of their history. A few claimed that their families originated in the Sanguine River estuary, located in the southeast corner of Calamity Isle, roughly 200 miles up the coast from Mahra's Lagoon⁹. I could find nothing special about the region on the books, and it is located quite far from where the original contaminated river would have been¹⁰.

Naturally, I assembled a team to investigate the region and not only found a large population of marine entobians, but other aquatic insects of immense size, some even as large as orcas. These gigantic mutant insects were also paradoxically adapted to marine environs, and some could be found miles away from the coast. The local entobians, being located in a

fairly remote region, have virtually no interracial history in the region, and have rather limited recall of recent history, only noting that they have been there for several generations with little change.

The next expected course of action was to perform a dissection and compare entobian physiology with known insect structures. Unfortunately, it was several years before I could obtain an entobian cadaver, let alone permission to examine these remains. To pass the time, it did examine the corpses of several of the affected fauna, namely several sea cow-sized diving beetles. Much was as expected, only much larger. A strange organ filled with purple ichor near the insect's mesenteron¹¹ was noted, but dismissed as an anomaly of insect biology notable only in titanic-sized specimens. We expected entobians to have similar anatomy. We were wrong.

The first impression of the inside of entobian's body was the immediate smell of unnatural humours, reminiscent of an alchemical laboratory. The creature's hemolymph, expected to be the typical green or yellow, was actually a rather striking fluorescent shade of purple. It was documented that their internal fluids matched the description of the legendary pollution that was rumored to sire the initial line of entobians⁵. Stranger still was that their internal anatomy seemed to be an amalgamation of the organ systems of several disparate insect species¹².

Upon closer examination however, the entobian is even stranger than it may seem, as everything from its morphology down to its organs appear to be merely representational of that of an insect. In my professional opinion, the entobian is not an insect at all, but a strange sort of alchemical arthropodal mimic. This creature, more magical than biological, likely originated in a sort of homunculus-like reaction to discarded alchemical formula, approximating the physiology of an insect, while adapting itself to its surroundings.

In my professional opinion, further research should be carried out by wizards and alchemists, as my biological expertise can shed no more light on the subject. I suspect that marine entobians, especially their eerie hemolymph, may be hazardous to surrounding insect fauna, and perhaps even to other arthropods such as lobsters and sea spiders. Their presence may be the cause of the mutated insects originating from the Sanguine River estuary. The specifics of this process, however, are neither natural nor fully understood by myself or my colleagues.

Annotations:

1. For an insect, of course.
2. As well as imago form.
3. Without magical interference, as has been seen with giant dragonfly nymphs.
4. Which included studies of the now extinct terrestrial entobian species, penned by the drylander elves.
5. Rumored to be of a purple hue and slime-like consistency.
6. These were most likely fresh water varieties.
7. More commonly referred to as "Marine" now adays.
8. Pre-imago, nymphal entobian forms.
9. Another exciting location for entomologists!
10. Now covered by miles of open sea in south west corner of the Cerulean Seas, beyond Leviathan's Sink.
11. Aka midgut, the organ was attached but separate from the alimentary canal.
12. Even those now extinct, many of them drylander species.

—Frelis Evensol, Chief Entomologist of the Delatari High Council.

PHYSICAL DESCRIPTION: Nymphal marine entobians, also known as “nymphites,” can be likened to vaguely humanoid water-insect larvae with thin and elongated limbs. All entobians have six limbs and are covered in rubbery chitin. Nymphites have 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. A nymphite’s mid-legs are reminiscent of the hind legs of a water beetle; flattened and vaguely feathery. These appendages aid with swimming and balance underwater. Many imago forms retain this limb configuration as well.

The limbs and eyes of a nymphite are almost universally darker than the body, while their body color not only varies from individual to individual, but can darken or lighten depending on mood or body temperature. Typically they range from light brown to grey, though any natural color is possible.

While outwardly the mouth of a marine entobian appears agreeably humanoid, its internal mouth parts are anything but pleasant. For nymphites, their lower jaw can extend up to one foot from their mouths and terminates in a pincer-like mandible. While they do supplement their diets with some vegetation from time to time, all marine entobians are carnivores.

The most well-known trait about marine entobians is that they may choose to metamorphose into one of six different forms: culicidite (mosquito), gyrinite (whirligig beetle), halobite (sea skater), lethocite (water bug), libellite (dragonfly), or noterite (diving beetle). These forms vary greatly not only in morphology, but in size, racial abilities, and disposition. In addition, some forms require more life experience to obtain than others.

Culicidites are the smallest imago morphologies, vaguely representing mosquitos. They retain the same basic limb configuration as nymphites, though their limbs become smaller and more spindly. They also sport a pair of insect-like wings from their backs with which they can fly. They are the only marine entobian to actually lose body mass after obtaining their final form, retaining their Small-size, but losing a lot of girth. Like all entobians, their characteristic mouthparts are hidden behind chitinous lips. While a culicidite’s bite attack lacks teeth (or mandibles), it does include a foot-long, spear-like tongue. This works like the stylet of a mosquito, able to syphon out blood rapidly while simultaneously injecting an irritating anticoagulant. Strangely, all culicidites are female gendered.

The gyrinite is often considered to be the second smallest imago form, though it has more mass than a halobite, who seem taller because of its long legs. Gyrinites have compact and rounded beetle forms, just at about the minimum for Medium-size in length. Their arms are extremely long, double-jointed, and very flexible. Their midlegs became shorter and more muscular, and their legs match their midlegs. While

a gyrinite looks short and stocky, they are actually built for speed. To aid in aquadynamics, their shells constantly exude a slick oily substance that lets them glide through the water at amazing speeds. They also have an extra pair of eyes where their “cheeks” would be that aid in vision at the water line. They delight in moving a high speeds at the water’s surface, where they typically can be found.

The halobite is also fond of the water’s surface and is the second smallest imago form by mass. However, despite having a rather short body, its form is more centaroid than humanoid, and it has four very long spindly legs. Its upper half is reminiscent of a nymphite, though leaner and more stretched out. Unlike the gyrinite, the halobite is not a strong swimmer. Its specialty is running on top of the water via a strange combination of physics and magic. Innate control over buoyancy and surface tension aid in this miracle of locomotion. Halobites and gyrinites both have grinding mouthparts (maxilla), not well suited to bite attacks.

The lethocite is the largest of the marine entobians, often reaching lengths of over 6 feet. Their form is vaguely beetle-like, though they have a flattened, ovoid-elongate body and a less-defined elytron (wing sheath). Their appendages are still somewhat nymphite, though they have larger arms and smaller swimming legs. Their coloration is universally dark; often a reddish brown. They also have a decidedly more sinister appearance compared to other marine entobians. Like culicidites, lethocites are blood drinkers though their tongues are more dagger-like and they cannot siphon blood, nor inject venom. Instead, they eat by lapping up the blood with smaller mouthparts, while drizzling venomous saliva into the wounds that they inflict. As a result, a lethocite’s bite attack is extremely painful and somewhat debilitating, and they take considerably more time consuming their food than a culicidite who can extract an entire meal in a matter of a few seconds.

While lethocites are the most sinister-looking marine entobians, libellites are the most comely. They are typically bright metallic or iridescent colors, often of hues of green or blue highlighted with yellow, red, or magenta. Their appendage-configuration is much like nymphites, though longer and more muscular. In addition, they have four strong insect wings on their backs and a tail-like abdomen. While their faces look much the same as nymphites, their mouth contains a toothed jaw and a flap-like labrum at the front that can be shot rapidly forward when biting.

Lastly, noterites are the aquatic equivalent of the coleophites from the age of the drylanders. They are essentially humanoid diving beetles. Unlike much of their brethren’s imago forms, the noterite adopts a limb configuration that gives them four working arms. Their legs, however, look much like a nymphite’s midlegs, and are made for swimming. They also have large, retractable mandibles that are used for their bite attack.



ECOLOGY & SOCIETY: Only imago and some neotonites have gender, while nymphites are essentially genderless and do not reproduce, nor do they form romantic bonds while in these forms. However, many marine entobians who are close friends as nymphites often choose opposite genders in their metamorphosed forms, and become mates. Regardless, structured gender roles are not particularly important to marine entobians, and males are just as likely to care for offspring as females. Likewise, form is also not important to an entobian when mating. A culicidite can have children with a lethocite, for example, and the children are always just normal nymphites. To other races, most marine entobians, regardless of gender or form, are considered male because of their deep and resonating voices.

Nymphites hatch from a clutch of roughly 20 marble-sized oblong eggs of various colors. They grow from Diminutive nymphs to Small-sized nymphite children in about 6 weeks, eating practically constantly during this time. Nymphite children, identical to nymphite adults in appearance, generally reach emotional and social maturity in about 14 years. Marine entobians live about a decade longer than seafolk on average. While most marine entobians never gain the ability reproduce – only higher level entobians can – when they do, they can have hundreds of children in their lifetime.

RELATIONS TO CORE RACES: Marine entobians share many personality qualities with seafolk; 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 and few communities. Apart from a handful of superstitions, entobians have no distinct cultures or languages. They often find each other to be dreadfully boring.

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.

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: Marine 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 nymphites. 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.

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



(LETHOCITE)

Nymphite Racial Traits

+2 Dexterity, +2 Constitution, -2 Wisdom:

Nymphites have eerie reflexes and are remarkably resilient. Unfortunately, they often lack common sense, and are prone to foolishness and addiction.

These traits change after metamorphosis.

Racial Buoyancy: -30, **Depth Tolerance:** 300 feet.

Low-light vision: Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light.

Small: Nymphites 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 Swim Speed: Nymphites have a base swim speed of 40 feet and can jet 80 feet.

Landwalker: Nymphites have a base land speed of 20 feet.

Gills*: Nymphites can breathe water indefinitely.

Natural Armor: Nymphites have a natural armor bonus of +1.

Familiar Foe: Nymphites 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: Nymphites gain a +2 racial saving throw bonus against enchantment (charm) spells and effects.

Bite: Nymphites gain a natural bite attack, dealing 1d4 damage. The bite is a primary attack, or a secondary attack if the nymphite is wielding artificial weapons.

Jet*: A nymphite can jet backwards in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Nimble Form*: Nymphites have a +2 racial bonus to Acrobatics and Climb skill checks.

Languages: Marine entobians begin play speaking Common. Nymphites with high Intelligence scores can choose from any standard language available to the Cerulean Seas core races.

**Note: Nymphites universally lose their Gills, Jet, and Nimble Form abilities after metamorphosis.*



(NYMPHITE)

Marine Entobian Vital Statistics

RANDOM STARTING AGE

Adulthood	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
14 years	+1d4	+1d6	+2d6

RANDOM HEIGHT AND WEIGHT*

Form	Length	Modifier
Nymphite & Culicidite	2'6"	+1d12 inches
Gyrinite & Halocite	3'7"	+2d4 inches
Lethocite	5'10"	+2d10 inches
Libellite	4'3"	+2d4 inches
Neotonite	4'0"	+3d4 inches
Noterite	4'10"	+2d6 inches

*There are no size differences for gender, only form.

AGING EFFECTS

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

Racial Feats

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

BETTER BITER

You've gotten good at timing exactly when to throw your protrusible jaws forward.

Prerequisite: Nymphite.

Benefit: If you miss by 5 or less with your bite attack, you get another bite attack as a free action, once per round.

BETTER JETTER

You've honed your racial ability to jet.

Prerequisite: Nymphite.

Benefit: Your Jet speed increases to 120 and you can make one turn of up to 90 degrees at any point during that movement.

CHAMELEON CAMOUFLAGE

You know how to blend in with the sea floor.

Prerequisite: Nymphite.

Benefit: You have the ability to match your coloration to the sea floor and sit perfectly still. This grants you a +4 racial bonus on Stealth checks when hiding on the sea floor, but only while the majority of your skin is visible (no armor or clothing), and only when you are not moving.

Metamorphosis Feats

Entobian nymphites may choose from several metamorphosis feats. They are not required to take any of these feats and may remain a nymphite for their entire lives. Metamorphosis is a planned event. The nymphite must take the Metamorph feat at an earlier level (the nymphite cannot take both feats during the same level). Immediately preceding the event, the nymphite prepares and consumes a large feast roughly equal to their body weight. The ingredients of the feast vary according to what metamorphosis feat the marine entobian is taking; fresh blood from marine mammals for culicidites, rare squid and other mollusks for gyrinites, expensive caviar for halobites, exotic lobsters and other crustaceans for noterites, uncommon water fowl for libellites, and soup made from a Large (or larger) sized predatory fish for lethocites. After consumption, the nymphite then enters a state of intense meditation for 8 hours. This meditation culminates in swimming to the surface, coming to shore, and molting into its new form. Since marine entobians are hemimetabolous, they lack a pupal stage, going directly from prepared nymph to "mature" (aka imago) form. The newly emerged and transformed entobian is considered disabled for 24 hours. The transformation is both physical and psychological.

Immediately after metamorphosis, the marine entobian permanently loses its Gills, Nimble Form, and Jet racial abilities. In addition, while most marine entobians retain their bite attack, they all lose their protrusible jaws, and the damage typically does not increase with size. The original racial ability modifiers 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 also assign a gender to the marine entobian, chosen by the character at the time of taking the feat.

With the exception of culicidites (who remain Small-sized after metamorphosis), a metamorphosed marine entobian becomes Medium-sized, and loses any feats, skill modifiers or abilities limited to Small-sized races. Despite its size change, its buoyancy and depth tolerance do not change with metamorphosis.

The new form bares a very small resemblance to the old form. Metamorphosis feats can only be taken by a nymphite (thus only one, once, ever). Metamorphosis is irreversible and permanent. After metamorphosis, the character no longer qualifies as a nymphite for the purposes of feat prerequisites. Please see individual feats for more details.

CULICIDITE (METAMORPHOSIS)

You metamorphose into a mosquito marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 5.

Benefit: You gain the following racial traits:

Culicidite Racial Traits

+2 Dexterity, +2 Constitution, -2 Strength,

-2 Charisma: Culicidites are fast and hardy, but also somewhat physically weak and slightly annoying.

Flying: A culicidite can use a pair of insect-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 culicidite.

Slow Swim Speed: Culicidites have a base swim speed of 20 feet. They seem awkward underwater.

Blood Drain: With a successful bite attack, a culicidite drains blood, inflicting 1 point of Constitution damage.

Spell-Like Ability: Culicidites can use *vanish* once per day as a spell-like ability. The caster level for this ability is equal to the culicidite's character level.

Welt: The bite of a culicidite forms an irritating welt on the affected area that imposes a -2 conditional modifier to skill checks for one day if the opponent fails a DC 10 Fortitude save. A DC 10 Heal check or any cure spell negates the penalty. Both the save DC and check DC are modified by the culicidite's Constitution modifier.



(CULICIDITE)



(GYRINITE)

GYRINITE (METAMORPHOSIS)

You metamorphose into a whirligig beetle marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 4.

Benefit: You gain the following racial traits:

Gyrinite Racial Traits

+4 Dexterity, -2 Strength: Gyrinites are unnervingly quick, but are relatively physically weak.

Seabound: Gyrinites lose their Landwalker racial trait and have a land speed of only 5 feet (when not flying).

Super-Fast Swimmer: Swim speed of 50 feet.

Flying: A gyrinite can use its beetle-like sheathed 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 gyrinite.

Harder Shell: They have a natural armor bonus of +2.

Slippery Shell: Gyrinites gain a +4 racial bonus on Escape Artist checks and a +4 racial bonus to CMD against grapples and on combat maneuver checks to escape a grapple.

Surface Sight: While at the water's surface, a gyrinite gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.

Small Prey: Gyrinites lose their bite attack.

Spell-Like Ability: Gyrinites can use *surf* (CERULEAN SEAS CAMPAIGN SETTING) up to three times per day as a spell-like ability. The caster level for this ability is equal to the gyrinite's character level + 1.

HALOBITE (METAMORPHOSIS)

You metamorphose into a sea skater marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 3.

Benefit: You gain the following racial traits:

Halobite Racial Traits

+2 Dexterity, +2 Wisdom, -2 Strength: Halobites are very nimble and witty, but are also a bit frail.

Super-Fast Speed: Base land speed of 50 feet.

Slow Swim Speed: Halobites have a base swim speed of 20 feet. They seem awkward underwater.

Quadruped: Halobites gain a +4 racial bonus to CMD against trip attempts.

Innate Resistance: Halobites have sonic resistance 5.

Small Prey: Halobites lose their bite attack.

Spell-Like Ability: Halobite can use *buoyant force* (CERULEAN SEAS CAMPAIGN SETTING) once per day as a spell-like ability. The caster level for this ability is equal to the halobite's character level.

Water Walker: A halobite can tread on water, mud, or ice as if it were firm ground. Halobites can walk, run, charge, or otherwise move across the surface as if it were normal ground.



(HALOBITE)

HEALING MOLT

You can regenerate limbs when you molt.

Prerequisite: Marine Entobian

Benefit: Once per week, you can initiate a molt (shedding of your exoskeleton), during which you can regrow lost limbs, wings, and other body parts and regain all of your hit points.

Note: Molting is an 8-hour process, during which you have the disabled condition.

LETHOCITE (METAMORPHOSIS)

You metamorphose into a water bug marine entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 6.

Benefit: You gain the following racial traits:

Lethocite Racial Traits

+2 Strength, +2 Constitution, -2 Charisma: Lethocites are very strong and resilient, but are also a bit creepy.

Flying: A lethocite can use its sheathed wings to fly for a number of minutes per day equal to its character level, with a speed of 30 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 for a lethocite.

Claws: Lethocites have wicked claws. These claws are primary attacks that deal 1d4 points of damage each.

Harder Shell: Lethocites have a natural armor bonus of +2.

Innate Resistance: Lethocites have electricity resistance 5.

Spell-Like Ability: Lethocites can use *shocking grasp* once per day as a spell-like ability. The caster level for this ability is equal to the lethocite's character level.

Venomous Bite: The lethocite's bite attack is poisonous. Bite – injury; save Fortitude DC 10 + 1/2 the lethocite's class level + the lethocite's Constitution modifier; frequency 1/round for 6 rounds; effect 1 Dexterity damage, cure 1 save. They are immune to this venom.

LIBELLITE (METAMORPHOSIS)

You metamorphose into a dragonfly entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 7.

Benefit: You gain the following racial traits:

Libellite Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Libellites are very agile and charming, but physically fragile.

Flying: A libellite can use its four wings to fly for a number of minutes per day equal to its character level, with a speed of 60 feet and perfect 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 libellite.

Radiance Resistance: You are immune to dazzle effects and illusion (pattern) effects.

Spell-Like Ability: Libellites can use *colorspray* once per day as a spell-like ability. The caster level for this ability is equal to the libellite's character level.

Sun Cure: In sunlit conditions (magical or true), once per day as a full-round action, the libellite can attempt to purge himself of all poison effects, allowing a new Fortitude save versus the DC of each poison affecting himself. Success means that the poison is neutralized. A cured libellite suffers no additional effects from the poison, and any temporary effects are ended, but this ability does not reverse instantaneous effects.

METAMORPH

You start your journey of transformation.

Prerequisite: Marine entobian who has not taken a metamorphosis feat or the neotonite feat, Character level 2.

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

In addition, you gain lungs and retain the ability to breathe air even after you take a metamorphosis feat. During this time of your life you are truly amphibious, possessing both gills and lungs allows you to breathe air and water with equal ease. You lose your gills after you take a metamorphosis feat.

MIREBORN

You were born in an estuary, and are acclimated to both salt and freshwater.

Prerequisite: Marine Entobian, 1st level.

Benefit: You suffer no ill effects going to water with a different salinity level.

MORDENT MOUTH

Your bite is somewhat acidic.

Prerequisite: Marine Entobian, bite attack.

Benefit: You do an additional point of acid damage upon dealing a successful bite attack.

MUCKDWELLER

You can burrow through the sea floor.

Prerequisite: Marine Entobian.

Benefit: You gain a burrow speed of 20 feet through mud, silt or sand only.

NEOTONITE

You grow but retain your nymphite form and abilities.

Prerequisites: Nymphite, Metamorph feat taken at an earlier level, Character level 4.

Benefit: You grow to Medium size. Increase the damage dice for your bite attack to 1d6. Increase your swim speed to 40 feet. This change in size, speed, and damage is permanent. You may also choose a gender at this point, though it is not required of a neotonite.

Special: Much like metamorphosis, the nymphite prepares by eating a huge feast of rare seaweed followed by meditation. Eight hours later, you shed your exoskeleton and expand to Medium size. Determine your new size using the "neotonite" entry under Marine Entobian Vital Statistics. After taking this feat, you cannot take a metamorphosis feat, but are still considered a nymphite (for feats and other qualifications).



(NOTERITE)

NOTERITE (METAMORPHOSIS)

You metamorphose into a diving beetle entobian.

Prerequisites: Nymphite, Metamorph feat, Character level 5.

Benefit: You gain the following racial traits:

Noterite Racial Traits

+2 Constitution, +2 Intelligence, -2 Wisdom:

Noterites are resilient and intellectual, but maintain the foolishness of the nymphite stage.

Clumsy Landwalker: Noterite's land speed is 10 feet.

Fast Swimmer: Noterite's swim speed is 40 feet.

Flying: A noterite can use its beetle-like sheathed wings to fly for a number of minutes per day equal to its character level, with a speed of 60 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 noterite.

Multi-Armed: Noterites possess four arms. They can wield multiple weapons, but only one hand is its primary hand, and all others are off hands. It can also use its hands for other purposes that require free hands.

Tougher Shell: Noterites have a natural armor bonus of +3.

Spell-Like Ability: Noterites can use *bumble bubbles* (CERULEAN SEAS CAMPAIGN SETTING) once per day as a spell-like ability. The caster level for this ability is equal to the noterite's character level.

SPIT ACID

You can spit a stream of caustic acid.

Prerequisite: Marine Entobian, Mordent Mouth feat.

Benefit: Once per day, as a standard action, you can make a supernatural breath weapon attack that deals 1d6 points of acid damage in a 20-foot line. All creatures within the affected area must make a Reflex saving throw to avoid taking damage. The save DC against this attack is 10 + 1/2 your character level + your Constitution modifier. Those who succeed at the save take no damage from the attack.

Special: You can take this feat more than once. Each time you do so, you can augment the breath weapon in the following ways:

Extra Breath: You can use its breath weapon an additional time per day.

Increased Area: Increase the line to 50 feet.

Increased Damage: Increase the damage by an additional d6.

TOXIC

You taste bad to predators.

Prerequisite: Marine Entobian.

Benefit: Any creature that makes a successful bite attack against you may become sickened for 1d4 rounds if it fails a DC 11 (+ your Constitution modifier) Fortitude saving throw.

VERMIN TRAINER

Your unique physiology grants you insight into training vermin.

Prerequisite: Marine Entobian.

Benefit: You can use the Handle Animal skill to handle and train vermin as if they were animals with Intelligence scores of 1.

Shuttle Bugs

Insects are resilient creatures in general. Their nervous systems often don't require a brain for the body to keep on kicking. When the Sanguine River Estuary entobians learned alchemy and magic, they immediately began to investigate their own strange biology and started their experiments with their giant, mutated cousins. While these entobian pioneers were, perhaps, only looking for the secrets of their own identities, they also learned to manipulate the physiology of these titanic water insects.

Many horrible monstrosities ensued, but those few that remained are now known as "shuttle bugs." These giant insects have had their heads removed and large holes carved into their thorax. Over these holes, elaborate saddles or howdahs are mounted. Copper tubes, alchemical bottles, and other apparatus are grafted to the insect's innards that keep the body alive, give the insect's body special powers, and allow for the insect's nervous system to bond with that of another's. The altered insect is nourished with a bucket of chum poured directly into a funnel that leads to its digestive organs.

While this sounds grisly, and even a bit macabre, most marine entobians think nothing of it. After all, worse parasitic arrangements exist throughout the arthropodic kingdom, and among insects especially. In addition, entobians feel that they are the pinnacle of insect evolution and therefor have a right to treat their insect underlings however they wish.

Ethical concerns aside, shuttle bugs come in three main forms: whirligig, water bug, and diving beetle. Entobians tend to view these "vehicles" as status symbols. Aside from being grossly expensive, there are lots of amenities that can be added to make them more versatile and appealing.

SHUTTLE BUG

Aura moderate transmutation; **CL** 11th.

Slot none; **Price** 15,500 gp (whirligig & diving beetle), 20,500 gp (water bug); **Buoyancy**: same as insect.

DESCRIPTION

A shuttle bug shares the same vital statistics as the insect that it was crafted from (see the Bestiary at the end of this tome), and it is technically both a living creature (in a sense that it was once a living creature and its body is still technically alive) and a magical object. There are only three basic differences. First, without a head, the bite attack is also gone, as well as all of its sensory organs. Next, the insect's wisdom and charisma have also left with its head. Lastly, without a rider, the body just sits there and will eventually die if it is not fed manually. It will not defend itself (without an amenity installed that lets it do so), nor will it respond to stimulus at all.

When a Small or Medium-sized intelligent arthropod (while made for entobians, karkanaks and chronopterids also qualify) sits in the saddle of a shuttle bug, his nervous systems magically bonds with the shuttle bug in a manner similar to a *parasitic visage* spell (AZURE ABYSS). This process takes a full round action.

Afterwards, the rider and the shuttle bug essentially become one hybrid creature. The rider gains the creature's size (and associated penalties), buoyancy, depth tolerance (and sensitivity if applicable), natural melee attacks, immunities, resistances, vulnerabilities, extraordinary abilities, and senses. When actively controlling the shuttle bug's body, the rider also gains the creature's Strength, Dexterity, and Constitution scores. Hit point pools remain separate, though damage done to the hybrid rider-bug subtracts from the shuttle bug's hit point pool first. When the shuttle bug's hit point pool reaches zero or less, the shuttle bug irrevocably dies and all effects end.

At the beginning of the round, the rider must determine which body he will be controlling: his own or the shuttle bug's. When the rider is controlling his own body, he uses his normal statistics, though it's as if he were riding a mount. In this mode, the rider only effectively gains the creature's defenses (immunities, resistances, and vulnerabilities), senses, and depth tolerance. The shuttle bug continues to maintain its position, including fighting the effects of buoyancy (if applicable), though takes no other actions. The rider may leave the shuttle bug (thus breaking the bond) as a move equivalent action.

When attacking with the shuttle bug, the rider's combat statistics are adjusted by the physical properties of the host. His Reflex and Fortitude saving throws are now adjusted by the shuttle bug's, rather than his own. In addition, his attack bonus, CMB, and CMD are likewise adjusted.

CONSTRUCTION

Requirements: Craft Wondrous Item, *parasitic visage*;
Cost 7,750 gp (whirligig & diving beetle), 10,250 gp (water bug).

Common Shuttle Bug Amenities

A large shuttle bug can have a maximum of 6 amenities added to it. A huge shuttle bug may have up to 15. Amenities are added at the time of creation and cannot be added later.

Acid Wash: Shuttle bugs with this feature have a pipe jutting from where their head used to be. This gives the shuttle bug the Spit Acid feat, even though it does not qualify. This amenity can be added multiple times, each time applying the feat as if it was taken multiple times. **Cost:** 5,500 gp.

Alarm: When not ridden, if the shuttle bug takes any damage it will begin shrieking loudly and anyone within 180 feet of the shuttle bug can hear it clearly. A rider must bond with the bug to shut off the alarm. **Cost** 250 gp.

Buoyancy Control: The shuttle bug maintains its depth and position even when not being ridden and not tied down. **Cost** 1,200 gp.

Climate Control: This feature grants the shuttle bug limited protection from damage of whichever one of five energy types selected at the time of adding this particular amenity. acid, cold, electricity, steam, or sonic. The subject gains resist energy 10 against the energy type chosen. This amenity can be added multiple times, each time adding a different energy type (but not more energy resistance for an existing type). **Cost** 3,000 gp.

Depth Acclimation: The shuttle bug's depth tolerance increases 300 feet. This amenity can be taken multiple times, adding 300 feet each time. **Cost:** 500 gp.

Flee Trigger: When not ridden, if the shuttle bug takes any damage it will flee away in the opposite direction of the source of the damage (or a random direction if a direction cannot be determined) at its maximum speed for 6 rounds. **Cost** 1,200 gp.

Gills: The shuttle bug can breathe water normally. Note that without this amenity, the shuttle bug can drown if it is not surfaced regularly. Also the rider gains the benefit of the shuttle bug's respiration, but not the other way around. **Cost:** 1,200 gp.

Headlight: A large bioluminescent orb has been added to the front of the shuttle bug. The rider can control the intensity of this bioluminescent light from no light at all, up to the intensity and functionality of a hooded lantern. **Cost:** 500 gp.

Passenger Seating (Huge-sized shuttle bugs only): Up to 3 additional seats for Small or Medium-sized passengers can be added. The passengers do not gain any of the abilities of the rider, however. **Cost:** 100 gp. per seat.

Pike: A large spike is added to the front of the shuttle bug granting it a gore attack that does 3d6 damage and is a primary attack, or a secondary attack when used with other weapons. This damage is modified by the shuttle bug's Strength normally. **Cost:** 200 gp.

Potion Deploy: A single potion can be added to the shuttle bug's internal mechanisms as a full-round action. Afterwards the rider can cause the shuttle bug to imbibe that potion as a free action. This amenity can be taken multiple times, adding another spot for another potion each time. **Cost:** 600 gp.



Prestige Class: The Starseeker

"If you have to leave your mark on the world to become a star, let me start with you."

Marine entobians have a handful of superstitions that were passed on from previous generations. One of these is a belief that even the imago isn't an entobian's true and final form. The legend states that those entobians that make a huge impression on the world become stars in the night sky.

Starseekers are convinced that the more dangerous and dire the situation, the more opportunity to be remembered for surviving it. Better still, if one was to save others, then those people would tell tales of their heroic deeds. A starseeker's exploits epitomize the entobians' sense of adventure. They live for the thrill of making a mark on the world, and doing things that people will remember them for. Their talents revolve around keen powers of observation, avoiding surprising blows, moving with unnatural speed, and leaving lasting impressions.

Role: Starseekers 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: Starseekers are almost always good, as they want to be remembered fondly. Those entobians that are remembered with fear or hatred are said to devolve into regular insects.

Hit Die: d10.

REQUIREMENTS

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

Race: Marine Entobian.

Base Attack Bonus: +6

Skills: Perception 2 ranks, Escape Artist 2 ranks, Survival 2 ranks.

Feats: Dodge, Improved Initiative.

CLASS SKILLS

The starseeker'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 starseeker prestige class.

Weapon and Armor Proficiency: Starseekers are proficient with all simple and martial weapons. Starseekers are proficient with all armor.

Darksense (Ex): At first level, when in darkness or low light, the starseeker 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.

Star-mark (Su): At second level, once per day, the starseeker can imbue one melee or natural weapon with the star-mark power as a swift action by touch. This power grants the weapon a +2 enhancement bonus to hit and damage. The effect lasts up to one round per class level or until the weapon successfully strikes a foe, whichever comes first. Upon a successful hit, the target takes damage normally and is affected as if it was marked with an *arcane mark* spell (no save). The mark is a personal sigil, seal, or initials of the starseeker and occurs at the site of the wound. The mark is permanent (unlike the spell) and cannot be dispelled, though can be erased with *erase* spell or similar magic. At 5th level, a starseeker can do this three times per day, and at 8th level, he can use star-mark five times per day.

See the Unseen (Ex): At 2nd level, starseekers receive a +2 bonus on Perception checks to potentially notice hidden structural features, such as traps and hidden doors. A starseeker 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 starseeker cannot be caught flat-footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized.

TABLE: THE STARSEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+1	+0	Darksense +2
2 nd	+2	+1	+1	+1	Star-mark (1/day), See the Unseen
3 rd	+3	+1	+2	+1	Uncanny Dodge, Precocious Speed (5 feet)
4 th	+4	+1	+2	+1	Lucky Mobility
5 th	+5	+2	+3	+2	Blindsense, Star-mark (3/day)
6 th	+6	+2	+3	+2	Man of Actions, Precocious Speed (10 feet)
7 th	+7	+2	+4	+2	Darksense +4
8 th	+8	+3	+4	+3	Star-mark (5/day)
9 th	+9	+3	+5	+3	Precocious Speed (15 feet)
10 th	+10	+3	+5	+3	Unforgettable Critical

A starseeker with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If a starseeker already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Precocious Speed (Ex): At 3rd level, the starseeker's swim 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 standard land movement. The only exception is that a halobite's water walking speed is affected as if he was swimming.

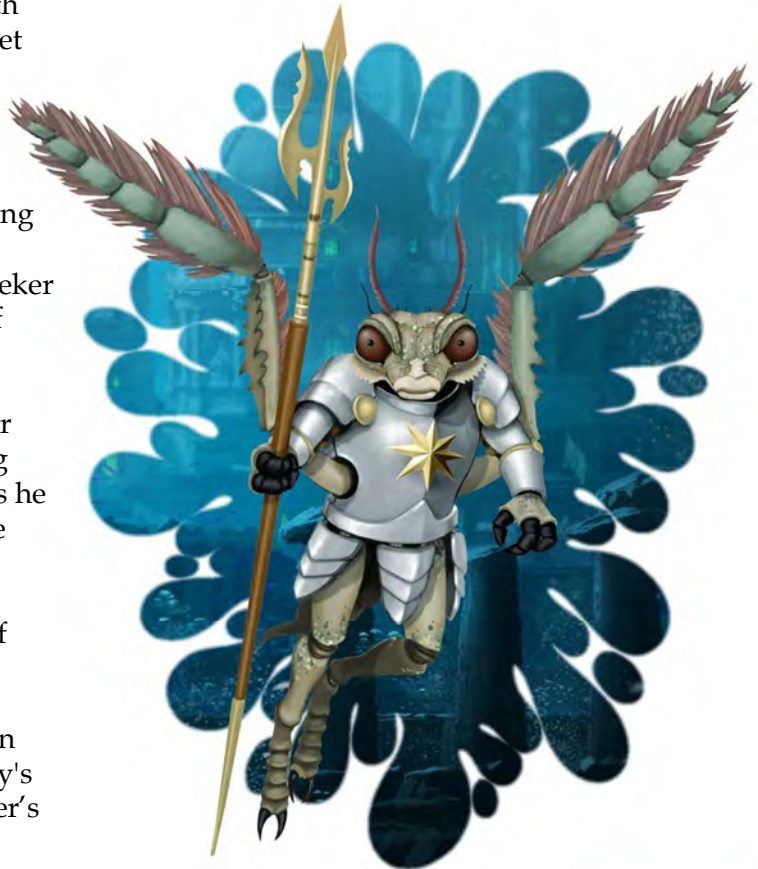
Lucky Mobility (Ex): At 4th level, a starseeker gains a +2 luck bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

Blindsense (Ex): At 5th level, the starseeker gains blindsense with a range of 20 feet. Using non-visual senses the starseeker 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.

Man of Actions (Ex): Once per day per starseeker class level, a 6th-level starseeker can take one extra move action during another ally's turn. This does not count against the starseeker's number of actions on his own turn.

At 9th level, the starseeker can take a standard action instead.

Unforgettable Critical (Su): At 10th level, when a starseeker confirms a critical hit, the wound from this attack will not heal normally or magically unless a *remove curse* is successfully cast on that creature (DC for this effect is equal to 11 + the starseeker's character level). In addition, the target it marked in the center of its body as if it was hit with the star-mark ability. If either effect is removed, both are removed.



Diving Beetle, Mutant

Occasionally a diving beetle the size of one's fist would wash out of the estuary. This one is the size of walrus, doesn't seem lost, and looks quite hungry.

MUTANT DIVING BEETLE

CR 4



XP 1,200

N Large vermin (aquatic)

Init +0; **Senses** darkvision 60 ft.; Perception +0

Racial Buoyancy: -480 **Depth Tolerance:** 300 feet

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +7, **Ref** +2, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 20, fly 20 ft. (poor), swim 40 ft.

Melee bite +8 (2d6+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 21, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 20 (28 vs. trip)

Skills Fly -6

ECOLOGY

Environment temperate coast

Organization solitary, or swarm (4-12)

Treasure none

Marine Entobian, Culicidite

I've seen mosquitos when traversing the swamp. Most of those, while irritating, are miniscule pests. This one was wielding a rapier while singing a rather scathing song about my mother.

CULICIDITE

CR 4



XP 1,200

Female culicidite siren 5

CN Small humanoid (aquatic, entobian)

Init +2; **Senses** Low-light vision, Perception +5

Buoyancy -50, **Depth Tolerance** 300 ft.

DEFENSE

AC 18, touch 14, flat footed 15 (+1 natural, +3 Dex, +3 armor, +1 size)

hp 34

Fort +3, **Ref** +7, **Will** +6; +2 vs enchantment (charm) spells and effects

OFFENSE

Speed 30 ft., swim 20 ft., fly 40 ft. (good)

Melee Bite +7 (1d4-2), or rapier +7 (1d6-2/18-20x2), or rapier +7 (1d6-2/18-20x2) and bite +2 (1d4-2)

Ranged Javelin +6 (1d6)

Special Attacks Blood drain, commanding cadence (DC 12), compelling song (DC 12), luring lyrics, shattering note (DC 12), welt (DC 12)

Siren Spells Known (CL 5th; Concentration +7)

2nd (2/day)-daze monster (DC 14), heroism, suggestion (DC 14)

1st (4/day)-beguiling gift (DC 13), cloak of fog, confusion (lesser) (DC 13), silent image (DC 13)

0 (at will)-dancing lights, detect magic, electrify (DC 12), ghost sound, message, read magic

Spell-Like Abilities (CL 5) 1/day— vanish

STATISTICS

Str 6, **Dex** 16, **Con** 14, **Int** 13, **Wis** 11, **Cha** 15

Base Atk +3 **CMB** +0 **CMD** 13

Feats Culicidite, Metamorph, Weapon Finesse

Skills Bluff +9, Fly +12, Knowledge (arcana) +8, Perception +5, Perform +9, Stealth +7, Use Magic Device +9

Languages Common, Sylvan

SQ Predator's song (+2), songstress's grace 1/day

ECOLOGY

Environment temperate coast

Treasure NPC gear (rapier, 4 javelins, bead of force, 2 potions of cure moderate wounds, other treasure)

SPECIAL ABILITIES

Blood Drain (Ex): With a successful bite attack, a culicidite drains blood, inflicting 1 point of Constitution damage.

Welt (Ex): The bite of a culicidite forms an irritating welt on the affected area that imposes a -2 conditional modifier to skill checks for one day if the opponent fails a Fortitude save. A DC 12 Heal check or any cure spell negates the penalty. Both the save DC and check DC are modified by the culicidite's Constitution modifier.



Marine Entobian, Gyrinite

This fast moving beetle-person swims circles around you. Suddenly the water erupts in arcane lights that dance along with this strange humanoid.

GYRINITE

CR 3



XP 800

Male gyrinite sorcerer 4

NG Medium humanoid (aquatic, entobian)

Init +3; **Senses** Low-light vision, Perception +6

Buoyancy -39, **Depth Tolerance** 300 ft.

DEFENSE

AC 18, touch 14, flat footed 14 (+3 natural, +4 Dex, +1 armor)
hp 19

Fort +2, **Ref** +6, **Will** +6; +2 vs enchantment (charm) spells and effects

Resist sonic 5

OFFENSE

Speed 5 ft., swim 50 ft., fly 30 ft. (average)

Melee Kelp fork +5 (1d6-2/x3) or claws +5 (1d4-2), or Kelp fork +5 (1d6-2/x3) or claws +0 (1d4-2)

Ranged Light crossbow +5 (1d8/19-20x2)

Special Attacks Claws (4 rds/day)

Sorcerer Spells Known (CL 4th; Concentration +5)

2nd (4/day)-*undertow* (DC 14)

1st (7/day)-*boiling hands* (DC 13), *magic missile*, *shield*

0 (at will)-*acid splash*, *dancing lights*, *detect magic*, *electrify* (DC 12), *read magic*, *touch of fatigue* (DC 12)

Bloodline: Draconic (choral)

Spell-Like Abilities (CL 5) 3/day— *surf*

STATISTICS

Str 6, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Base Attk +2 **CMB** +0 **CMD** 13; +17 vs grapples

Feats Eschew Materials, Gyrinite, Metamorph, Weapon Finesse

Skills Fly +6, Knowledge (arcana) +5, Perception +6; +10 at the surface, Spellcraft +5, Use Magic Device +8

Languages Common, Halbok

SQ Bloodline arcana, surface sight

ECOLOGY

Environment temperate coast

Treasure NPC gear (kelp fork, light crossbow, 20 bolts, *potion of shark's strength*, *potion of cure moderate wounds*, *bracers of armor* +1, other treasure)

SPECIAL ABILITIES

Surface Sight (Ex): While at the water's surface, a gyrinite gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.

Marine Entobian, Halobite

Like a cross between a humanoid and a sea skater, this creature effortlessly prances across the water's surface. It points a war fork in your direction as if to pick a fight.

HALOBITE

CR 1



XP 400

Female halobite mariner 3

CG Medium humanoid (aquatic, entobian)

Init +1; **Senses** Perception +2, Blindsight 60 feet

Buoyancy: -49, **Depth Tolerance:** 300 feet

DEFENSE

AC 18, touch 14, flat footed 14 (+1 natural, +1 Dodge, +3 Dex, +3 armor)
hp 23

Fort +2 **Ref** +6 **Will** +2; +2 vs enchantment (charm) spells and effects

Resist sonic 5

OFFENSE

Speed 50 ft., swim 20 ft.

Melee war fork +3 (1d8/x2)

Ranged longbow +6 (1d8)

Special Attacks Familiar foe, sudden strike +1d6

Spell-Like Abilities (CL 3) 1/day— *buoyant force* (DC 12)

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Base Attk +3 **CMB** +2 **CMD** 20

Feats Dodge, Halobite, Metamorph, Mobility

Skills Acrobatics +8, Perception +6, Stealth +8, Survival +7

Languages Boggard, Common

SQ Fast movement, swim stunt: shifty swimmer, water walker

ECOLOGY

Environment temperate coast

Treasure NPC gear (war fork, longbow, 20 arrows, sharkhide armor, *potion of cure moderate wounds*, other treasure)

SPECIAL ABILITIES

Water Walker (Su): A halobite can tread on water, mud, or ice as if it were firm ground. Halobites can walk, run, charge, or otherwise move across the surface as if it were normal ground.

Marine Entobian, Lethocite

This menacing bug person is adeptly equipped with an equally sinister greatspear. Perhaps it was a trick of the sun filtering through the waves, but you could have sworn you saw electricity arcing between his fingers.

LETHOCITE

CR 5



XP 1,600

Male lethocite fighter 6

N Medium humanoid (aquatic, entobian)

Init +1; **Senses** Low-light vision, Perception +3

Buoyancy -95, **Depth Tolerance** 300 ft.

DEFENSE

AC 19, touch 11, flat footed 18 (+2 natural, +1 Dex, +6 armor)

hp 63

Fort +8, **Ref** +3, **Will** +3; +2 vs enchantment (charm) spells and effects and fear effects

Resist electricity 5

OFFENSE

Speed 30 ft., swim 20 ft., fly 30 ft. (poor)

Melee Bite +11/6 (1d4 +5 plus 1 acid and poison), or 2 claws +11/+6 (1d4+5), or 2 claws +11/+6 (1d4+5) and bite +6 (1d4 +3 plus 1 acid and poison), or +1 *shocking greatspear* +11/6 (2d6+5 plus 1d6 electricity/19-20) or +1 *shocking greatspear* +11/+6 (2d6+5 plus 1d6 electricity/19-20) and bite +6 (1d4 +3 plus 1 acid and poison)

Ranged Heavy crossbow +7 (1d10/19-20)

Special Attacks breath weapon (1/day, 20-ft. line, DC 16, 1d6 acid), poison (DC 16), weapon training 1 (natural),

Spell-Like Abilities (CL 6) 1/day— *shocking grasp*

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 10, **Wis** 12, **Cha** 6

Base Attk +6/+1 **CMB** +9 **CMD** 20

Feats Lethocite, Metamorph, Mordant Mouth, Spit Acid, Taste of Blood, Toxic

Skills Climb +9, Fly -5, Knowledge (dungeoneering) +5, Perception +3, Survival +6

Languages Common

SQ Armor training 1, bravery

ECOLOGY

Environment temperate coast

Treasure NPC gear (+1 *shocking greatspear*, turtle armor, heavy crossbow, 20 bolts, other treasure)

SPECIAL ABILITIES

Poison (Ex): Bite— injury; save Fortitude DC 16; frequency 1/round for 6 rounds; effect 1 Dexterity damage, cure 1 save.

Marine Entobian, Libellite

At first I heard a sort of loud buzzing. Then it appeared above the water, an iridescent green, dragonfly-man. Suddenly a wave of colored light came from its arms, and then it was gone.

LIBELLITE

CR 6



XP 2,400

Female libellite rogue 7

CG Medium humanoid (aquatic, entobian)

Init +7; **Senses** Low-light vision, Perception +8

Buoyancy: -36 **Depth Tolerance**: 300 feet

DEFENSE

AC 18, touch 13, flat footed 15 (+1 natural, +3 Dex, +4 armor)
hp 39

Fort +5, **Ref** +9, **Will** +2; +2 vs enchantment (charm) spells & effects, & fear effects

Defensive Abilities Evasion, trap sense +2, uncanny dodge

Immune dazzle and illusion (pattern) effects

OFFENSE

Speed 30 ft., swim 30 ft., fly 60 ft. (perfect)

Buoyancy -36, **Depth Tolerance** 300 ft.

Melee Bite +8 (1d4+1), or +1 gut razor +9 (1d4+2/x3) or +1 gut razor +9 (1d4+2/x3) and bite +3 (1d4)

Ranged Shortbow +8 (1d6/x3)

Special Attacks Sneak attack +4d6

Spell-Like Abilities (CL 7) 1/day — color spray (DC 18)

STATISTICS

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

Base Attk +5 **CMB** +6 **CMD** 19

Feats Combat Expertise, Improved Feint, Improved Initiative, Libellite, Metamorph, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Diplomacy +12, Disable Device +12, Fly +20, Knowledge (local) +11, Perception +8, Sense Motive +8, Slight of Hand +12, Stealth +12, Use Magic Device +12

Languages Common, Draconic, Lok'tar

SQ Rogue talents (finesse rogue, resiliency, surprise attack), sun cure, trapfinding +4

ECOLOGY

Environment temperate coast

Treasure NPC **Treasure** (+1 gut razor, +1 muck armor, shortbow, 20 arrows, bracers of armor +1, cloak of resistance +1, other treasure)

SPECIAL ABILITIES

Sun Cure (Su): In sunlit conditions (magical or true), once per day as a full-round action, the libellite can attempt to purge himself of all poison effects, allowing a new Fortitude save versus the DC of each poison affecting himself. Success means that the poison is neutralized.



(LIBELLITE)

Marine Entobian, Noterite

Aye, it was a barbarian, but like none I've ever seen, and I've seen echins. It had a blade in each of its four arms and a shell like iron. It swam like a fish, and when it hit the water's surface it took off like a seabird.

NOTERITE

CR 4



XP 1,200

Male noterite barbarian 5

CN Medium humanoid (aquatic, entobian)

Int +2; **Senses** Low-light vision, Perception +8

Buoyancy: -90 **Depth Tolerance**: 300 feet

DEFENSE

AC 18 (16), touch 11 (9), flat footed 17 (15)(+3 natural, +1 Dex, +4 armor)

hp 51 (61)

Fort +7, **Ref** +4, **Will** +1; +2 vs enchantment (charm) spells and effects

Defensive Abilities trap sense +1, improved uncanny dodge, uncanny dodge

OFFENSE

Speed 10 ft., swim 30 ft., fly 60 ft. (average)

Melee Bite +7 (+9) (1d4+2 (4)), or +1 sea reaver +8 (+10) (1d8+3 (5)/18-20) and 3 sea reavers +2 (+4) (1d8+1 (2)/18-20), and bite +2 (+4) (1d4+1 (2))

Ranged Longbow +6 (1d8)

Special Attacks Rage (15 rounds), rage power (guarded stance 5, powerful blow)

Spell-Like Abilities (CL 5) 1/day — *bubble bubbles*

STATISTICS

Str 15 (19), **Dex** 13, **Con** 16 (20), **Int** 12, **Wis** 10, **Cha** 8

Base Attk +5 **CMB** +7 **CMD** 20

Feats Healing Molt, Noterite, Metamorph, Power Attack

Skills Acrobatics +5, Fly +5, Knowledge (nature) +9, Perception +8, Survival +8

Languages Common, Sylvan

SQ Fast movement, multiarmed

ECOLOGY

Environment temperate coast

Treasure NPC gear (+1 sea reaver, 3 sea reavers, longbow, 20 arrows, scaly armor, other treasure)

Marine Entobian, Nymphite

It was a little fella; a bug the size of penguin. It was quick too, it grabbed my pearls and jetted out of sight before I could say a word.

NYMPHITE

CR 2



XP 600

Nymphite rogue 2

NG Small humanoid (aquatic, entobian)

Int +6; **Senses** Low-light vision, Perception +5

Buoyancy: -46 **Depth Tolerance**: 300 feet

DEFENSE

AC 16, touch 13, flat footed 13 (+1 natural, +3 Dex, +2 armor)

hp 16

Fort +2, **Ref** +6, **Will** -1; +2 vs enchantment (charm) spells and effects

OFFENSE

Speed 20 ft., swim 30 ft., jet 80 ft.

Melee bite +5 (1d4+1) or rapier +5 (1d4+1/18-20) and bite +0 (1d4)

Ranged net +5 (entangle)

Special Attacks Familiar foe, sneak attack +1d6

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 13, **Wis** 8, **Cha** 7

Base Attk +1 **CMB** +1 **CMD** 15

Feats Improved Initiative, Plunge Anything, Weapon Finesse

Skills Acrobatics +11, Appraise +7, Bluff +4, Disable Device +8, Perception +5, Sense Motive +4, Slight of Hand +8, Stealth +12; +14 in natural vegetation, Use Magic Device +4

Languages Click-clack, Common

SQ Finesse rogue, trapfinding +1

ECOLOGY

Environment temperate coast

Treasure NPC gear (rapier, net, muck armor, backpack, thieves tools, other treasure)

SPECIAL ABILITIES

Familiar Foe (Ex): All marine entobians receive a +1 bonus on attack rolls against creatures of the vermin type due an intimate understanding of the anatomy of such creatures.

Water Bug, Mutant

It appeared out of nowhere. I thought it was some sort of titanic ambushing lobster, but the reality was much worse. I watched in horror as this unnatural insect sucked out the insides of helpless dolphin that was paralyzed by this vermin's venom.

MUTANT WATER BUG

CR 8



XP 4,800

N Huge vermin

Init +2; **Senses** darkvision 60 ft., watersense 60 ft.; **Perception** +6

Racial Buoyancy: -1500 **Depth Tolerance**: 300 feet

DEFENSE

AC 21, touch 10, flat-footed 19 (+2 Dex, +11 natural, -2 size)

hp 95 (10d8+50)

Fort +12, **Ref** +5, **Will** +5

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 40 ft. (poor), swim 50 ft.

Melee 2 claws +13 (1d8+8 plus grab), bite +13 (1d8+8 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks constrict (1d8+8)

STATISTICS

Str 27, **Dex** 15, **Con** 20, **Int** —, **Wis** 14, **Cha** 2

Base Atk +7; **CMB** +17 (+21 grapple); **CMD** 29 (41 vs. trip)

Feats Skill Focus (Stealth)^B

Skills Perception +6, Stealth +5; **Racial Modifiers** +4 Perception, +8 Stealth

SQ feign death

ECOLOGY

Environment any coast

Organization solitary, or swarm (5-12)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 2 consecutive saves.

Feign Death (Ex): Whenever a water bug is unconscious, it appears dead. A conscious water bug can also make itself appear dead as an immediate action. Any creature that physically interacts with a water bug feigning death must succeed at a Heal check (DC 15) to recognize it is actually alive.



Whirlygig Beetle, Mutant

At first we thought it was an enchanted rowboat piloted by a speed-loving madman. But then it dove under and swallowed a halibut whole.

MUTANT WHIRLYGIG

CR 3



XP 800

N Large vermin

Init +0; **Senses** darkvision 60 ft.; **Perception** +0

Racial Buoyancy: -430 **Depth Tolerance**: 300 feet

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 30 (4d8+12)

Fort +7; **Ref** +1; **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 20 ft., fly 30 ft. (poor), swim 60 ft.

Melee bite +6 (1d10+6)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +8; **CMD** 18 (26 vs. trip)

Skills Fly -6

SQ surface sight

ECOLOGY

Environment any coast

Organization solitary, or swarm (5-12)

Treasure none

SPECIAL ABILITIES

Surface Sight (Ex): While at the water's surface, a whirligig gains a +4 racial bonus to Perception skill checks to notice anything also at the water's surface, and a +1 racial bonus to hit such targets.



Marine Entobians in Your Game

The entobians in this text are presented as a fairly fresh race to the world. They are a new race that sprung from natural water ways 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 few 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 Game Master also has an opportunity to design new magic items for this race, such as special mid-leg bracers that confer a magic bonus.

Marine 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 dozens 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 aquatic insects for acts of excessive greed or an offense to some nefarious power.

Whatever the case, the marine entobian will make a welcome addition to any underwater 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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