

REMARKABLE RACES[®]

SUBMERGED

the Kvöl



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE KVOL (AQUATIC KVAL)

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

Author
Emily E. Kubisz

Editors
Steven O'Neal
Patricia Taylor-Kubisz

Interior Illustrators
Justin Varu
Janina Wilhart
Tim Adams

Layout & Design
Tim Adams
Grace Jackson

Cover Artist
Justin Varu

Special Thanks to:
Ofelia J. Kubisz
Magnus A. Kubisz
Team Draconis

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> 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 <http://paizo.com/pathfinderRPG/compatibility> 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.

Pathfinder RPG Bestiary. 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 Complete. Copyright 2011, 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.

Squole & Remarkable Races © 2009 Alluria Publishing. All rights reserved.

Cerulean Seas Campaign Setting. Copyright 2010, Alluria Publishing. All rights reserved.

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.



Remarkable Races Submerged:



The Kvol

"Arise!" the sea witch cackled, as a second army of horrendous skeletons clamored up from the deep-sea silt. Therion, an embattled merfolk paladin, could not take much more. Most of his allies had already perished in the siege of the deep drow's fortress, and some still shambled amongst the first wave of mindless terrors that the sinister fiend had unleashed.

Sword clashed with bone as the paladin and his remaining companions formed a defensive circle, their backs facing each other. All the while, the deep drow sorceress lobbed all manner of destruction from beyond the undulating wall of undead. In a flash of violet, three compatriots went down. In a whirl of steam, another two were gone.

The kindly cleric, Therion's good friend for many years, retaliated in prayer as dozens of blades of holy light rained down on the battlefield, crushing ivory skulls and grimacing deep drow alike. However, the necromancer was unfazed. Before long, the cleric too was lost in a sea of swimming teeth and blood. Minutes later, Therion collapsed on a pile of bone shards, the only defender of good left in this bleak realm.

"You shall never win, Shelbra!" Therion said, mustering up what vocal confidence he could through sheer exhaustion.

"Quite the contrary mortal," Shelbra hissed, "I have already won!"

With that, the decrepit deep drow raised her jeweled staff muttering profane curses. As Therion's life slipped away, his last sight was a large, utterly black crater opening beneath himself, Shelbra, and the undead army, sucking everything into oblivion.

Ages pass amid the crater that was once the site of the deep drow fortress, and of that horrific day. For centuries, it rested peacefully; its history buried in the sands of time. Just as the last hint of notoriety left the area, scores of little squid poured forth from cracks in the sediment. They came from a

dead and terrible realm. Hours passed and many schools of squid coalesced into the glowing silhouette of Therion, fists held high. His fighting spirit has been reborn as hundreds of kvols!

The kvols tell of a pocket dimension only a few miles wide. This tiny demiplane was a prison for terrible self-consuming evil for millennia. As the evil began to decay into oblivion, the kvols grew in number, feasting on the rot like maggots on carrion. As the kvols multiplied, they could see the veil between the worlds become thinner. Some kvols even took up arms against the remaining evil to speed up the process. When the dimension collapsed, the only creatures small enough to escape through the minute rifts between the two worlds were the tiny squids from disembodied kvols. Stranger still, the kvol race is not foreign to the world of men; they have been appearing through similar rifts for ages.

Sages speculate that kvols are a product of the fabric of reality itself. These scholars believe that the universe has a built-in safety mechanism for when the balance of good and evil becomes violently tipped towards evil. The world itself quickly expels the evil, excising it and the surrounding area as one might remove a cancerous tumor. The offending land then resides in a self-contained demiplane where it festers for untold ages and collapses. The kvols are part of that process, acting as agents of entropy to the evil that resides within. When the malevolence is mostly consumed, the energies that maintain this microcosm collapse and deposit the kvols into the underdeep, sometimes in great hordes. When unleashed from their extradimensional prisons, most kvols continue to fight the forces of evil in the darkest depths of the ocean.

PHYSICAL DESCRIPTION: While kvols differ greatly in both size (from Small to Large-sized) and form (both humanoid and mefolk), they all share one unmistakable feature; they are all essentially transparent slime shells filled with a school of live, luminescent squid. That they are both sapient and sensible and not some unearthly being hell-bent on eating one's face off is not entirely remarkable, as they claim the underdeep as their home (and they fit right in with the weirdness of this realm). In fact, from a distance they look almost heroic, appearing as radiant silhouettes of stately humanoids or merfolk. However, up close their alien nature becomes a lot more apparent.

The skin of a kvol is actually a shell made of squid mucus, which is a slimy, semi-solid, transparent material that many natural squid species create for a variety of uses, including both procreation (often to safeguard eggs) and for defense. The mucus shell is constantly maintained by hundreds of Fine, Diminutive, or Tiny squids that dwell inside it, who individually are somewhat ordinary. Like many squids common to these depths, the squids that comprise the kvol's school create mucus from the tips of their tentacles, and possess both the ability to luminesce (with a cool-blue light) and to eject that luminescent material in the form of an ink cloud. In Small-sized kvols, their translucent shells reveal that they are made up mostly of Fine-sized squids, with a dozen or so Diminutive squids, and rarely any Tiny squids. Medium-size kvols have a more heterogenic mixture, with roughly equal parts of Fine, Diminutive, and Tiny squids. Large-size kvols are a veritable living aquarium filled with mostly Tiny-sized squid with a smattering of Diminutive-sized squids, and rarely any Fine-sized specimens. Despite their size, all kvols contain roughly the same number of squids.

Perhaps the most peculiar trait of the kvol is that it almost perfectly resembles the form of a humanoid or merfolk, and even moves in a similar fashion. Through a perfectly coordinated effort, the miniscule squid serve as muscle and bone to the flimsy shell they have created. Together, they also make up the kvol's mind and motivation. Kvols can even wear armor and wield weapons just as their form might suggest. To finish this squid-craft adventurer, two bubbles of concentrated bioluminescent jelly are placed and maintained in the "head" of the kvol that resemble glowing eyes (though the actual eyes of the kvol are the thousands of beady-little squid eyes within its shell).

A kvol's form is surprisingly static. While each individual can be patterned off everything from a Large-size karkanak to a Small-sized deepwater nixie, the shape and size of one individual kvol will never sway during its entire existence. There is some evidence that each kvol's shadow-like form is patterned after a particular hero that failed to avert the disaster that led to that kvol's existence. It is as if some small part of that fallen hero's essence lives on to form the kvols that will eventually make things right again. This, of course, means that most kvols have dozens, sometime hundred, of "twins" that look exactly like themselves, each harking from the same specific disaster that spawned them.

Kvols can learn languages and speak in a chorus of tiny voices that make up one impressive voice with a surprisingly melodic and pleasant tone. While this does much to give them a less alien visage, their appearances are near-entirely undone when one watches a kvol eat. While taking in nourishment, a kvol slowly engulfs its prey like an over-sized amoeba, and then the school of squid within tears the food apart mercilessly like hungry piranha. To make matters worse, their favorite delicacies are fallen foes.

ECOLOGY & SOCIETY: Kvols have no sexual organs or suggestion of gender as their bodies are only vague silhouettes of humanoid and merfolk forms. Even the squids contained inside them are asexual, reproducing only when another is destroyed by simply splitting in half to make two squids out of one. Extracting one particular squid from a kvol can be very difficult, and it is often fatal to the tiny specimen (who is quickly replaced by the kvol collective). The rare squids that somehow survive this separation grow very quickly, eventually becoming a kvraken (Huge-sized, magical squid) in about one year's time.

Kvols spontaneously generate in naturally occurring demiplanes in which great evil is contained. As the evil wanes, the population of kvols increases. The frequency is exponential, so that by the time the demi-realm collapses, most of the kvol-squid-schools entering the mortal world are brand-new or only a few days old. While very naïve at this young age, they are fully grown and functional adults. Kvols are immortal creatures that never show signs of age. Unfortunately, their unquenchable thirst to destroy evil often brings about their demise in less than a century after entering this realm.

Kvols live to fight evil, and this can be a harsh and short life for a creature that resides in the underdeep where wickedness permeates the ruling classes. While they will occasionally team up with others of their own kind to fight a sinister villain, kvols lack any coherent society of their own. Instead, they tend to adopt the culture of whatever band of adventurers or heroes that share their causes.

RELATIONS TO CORE RACES: Kvols initially have trouble fitting in with other races. They can be ripe with bad habits and rash behavior. Kvols are also prone to a dark sense of humor that others may find tactless and crude. Another difference is that kvols care little for notions of love or romance, as they simply cannot relate. However, a kvol can also be passionate, witty, caring, and inspiring. Once one gets to know a kvol, it is much easier to overlook its disturbing qualities and admire its fierce spirit. Many who manage to befriend a kvol also find a life-long companion.

One strange relation of note is that kvols do not typically get along well with morgens; each tend to see the other as an agent of evil masquerading as an ally of good. This seems to be some sort of instinctual dislike, perhaps relating to the strange planes of existence that each originates from.

ALIGNMENT & RELIGION: Kvols are almost always chaotic, having neither the mind nor the patience to recognize the virtues of law and order. Only the most self-hating of kvols would become evil, as they are naturally inclined against the darker path. An evil kvol would be the self-destructive sort, desperately trying to end its existence through outrageous challenge.

Kvols are most often non-religious, though have, on occasion, taken up the flag of any god whose goal includes eradicating evil at any cost. Kvols will also not hesitate to make alliances with powerful outsiders who share the same goal.

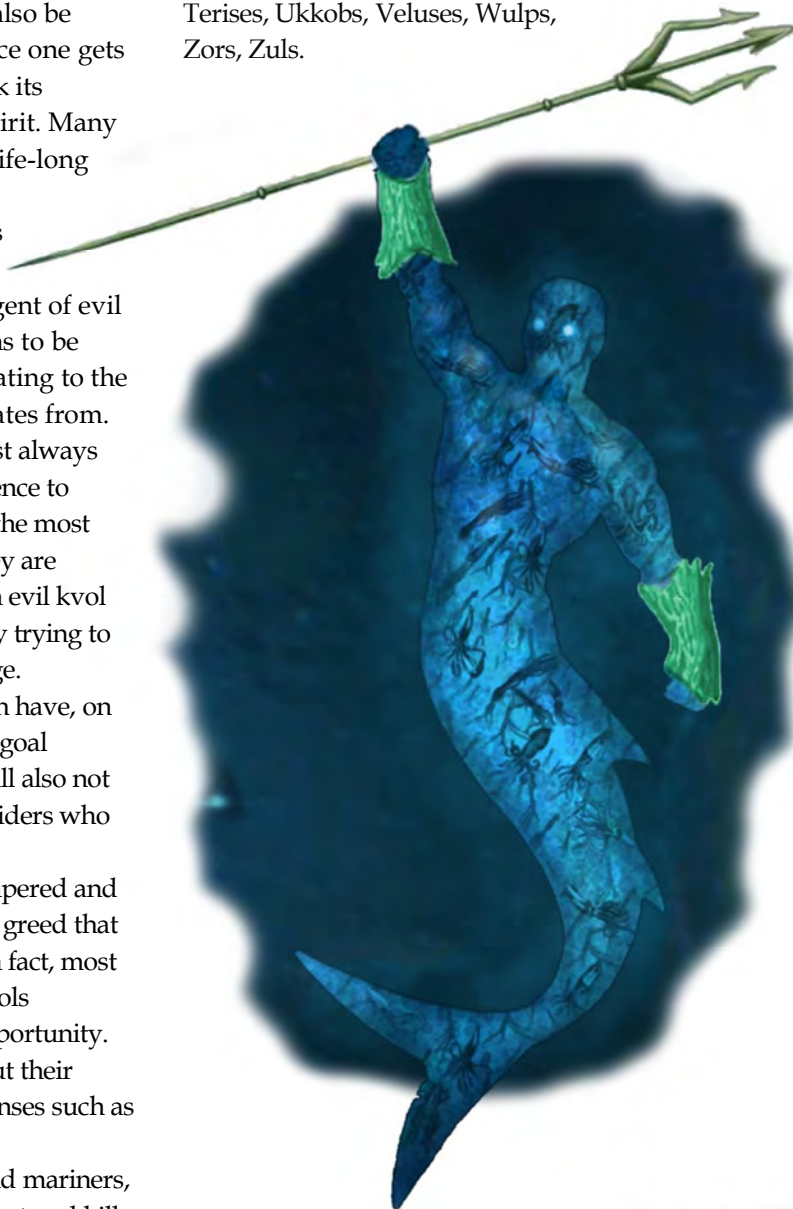
ADVENTURERS: Kvols are often quick-tempered and ill-mannered, though lack the selfishness and greed that would categorize them as truly deplorable. In fact, most view the kvols as a force of good, as many kvols relentlessly stalk and destroy evil at every opportunity. This tendency is instinctual; when asked about their motivation they often convey confused responses such as "Evil is my natural prey."

Kvols tend to become excellent fighters and mariners, viewing those classes as the best avenue to hunt and kill

evil. They will occasionally take up a religion that is congruent with their cause. Kvol paladins are typically better mannered than others of their ilk, as their training teaches them the patience and humility that the common kvol typically lacks. Kvols also tend to be drawn to arcane classes, especially the wizard. Kvols can be any other class, but such individuals are somewhat rare.

NAMES: Kvols refer to themselves in the plural form, fully cognizant that they are actually made up of hundreds of tiny animals. Thus, their names resemble how people refer to a family unit, by pluralizing the surnames and proceeding it with "the."

Example Names: the... Baccuses, Cordos, Felors, Grels, Jarts, Kelkors, Quorts, Rargs, Terises, Ukkobs, Veluses, Wulps, Zors, Zuls.



Kvol Racial Traits

+2 Dexterity, +2 Wisdom, -2 Charisma: Kvols are preternaturally nimble and very clever. Unfortunately they are somewhat crude and exceedingly alien. Large kvols gain a bonus to Strength instead of Dexterity.

Racial Buoyancy: 0, Depth Tolerance: Immune to Pressure.

Variably Sized: Although the majority of kvols are Medium-sized, they can also be Small or Large sized. At character creation, Small, Medium, or Large size can be chosen, with applicable bonuses and penalties (ability scores are already adjusted above). Their size does not change afterwards.

Variable Swim Speed: Kvols can start out with either legs or a merfolk-like tail (also chosen at character creation). Those kvol with legs have a base swim speed of 30 feet, regardless of the starting size. Merfolk-shaped kvol have a base swim speed of 50 feet, regardless of the starting size.

Landwalker/Seawalker: Kvols with legs can move on land at a speed of 20 feet. Those without legs are limited to 5 feet on land.

Senses: Kvols have low-light vision and Darkvision 60 feet.

Detect Evil: Once per day, a kvol can cast *detect evil* as a spell-like ability. The caster level is equal to the kvol's level.

Gills: Kvols can breathe underwater indefinitely.

Boneless: Kvols can move in ways that other creatures cannot. A kvol gains a +2 racial bonus on Acrobatics and Escape Artist skill checks. In addition, the kvol gains a +1 bonus on its Combat Maneuver Bonus and Combat Maneuver Defense.

Bioluminescent: The kvol can (at-will) cause its body to shed as much light as a torch.

Luminescent Ink: A kvol may choose to exude a cloud of luminescent ink once per hour. The iridescent blue patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds. Once used, the kvol loses its "bioluminescent" quality for the duration of 1 hour.

Swarm-like Qualities: Kvols are made up of a school of Fine, Diminutive, and/or Tiny squid swimming under a thin membrane comprised of mucus. As such, they share much in common with a swarm. Though, due to their slime "skin" and dense nature, they cannot be fully classified as a genuine swarm. Regardless, kvols are not subject to critical hits or flanking. In addition, kvols are never staggered or reduced to a dying state by damage. Lastly, a kvol takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Immortal Swarm: A kvol reduced to 0 hit points or below instantly transforms into a school of squid (BEASTS OF THE BOUNDLESS BLUE) that immediately releases a luminescent ink cloud. The school of squid is non-sentient (and thus should be under control of the Game

Master) and has hit points equal to the kvol's Constitution score. Though the swarm has a vague memory of friend versus foe, it will take every opportunity to flee rather than fight. After eight, uninterrupted hours of rest and feeding, the school will re-knit its mucus hide and the kvol is reborn with 1 hit point per character level. The kvol will have only the vaguest recollection of its time as a school of squid and, in particularly hostile environs, may be missing days of memories. If the school of squid is slain, however, the kvol is annihilated as well.

Due to their nature, kvols cannot be raised or resurrected from the dead, nor do they leave a singular corpse. An individual squid raised from the dead will not incorporate back into a kvol, but may eventually grow into a kvraken.

A kvol rendered unconscious by means of nonlethal damage also activates this ability, though continues to heal subdual damage normally (1 hit point per hour per character level). The kvol reforms when the subdual damage is sufficiently healed to less than the kvol's current hit point total.

Languages: Kvol begin play speaking Dagonite and either Abyssal or Infernal (chosen at character creation). Kvol with high Intelligence scores can choose any of the following: Abyssal, Common, Cephalite, Delatari, Draconic, Echinn, Infernal, Lok'tar, Photok, and Salatari.



Kvol Vital Statistics

RANDOM STARTING AGE

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

RANDOM HEIGHT

Size	Base Height	Modifier
Small	2.ft. 4 in	+2d6 inches
Medium	5 ft.	+4d4 inches
Large	8 ft.	+2d12 inches

AGING EFFECTS

Middle Age	Old	Venerable	Maximum Age
Kvols do not die of old age, nor have any effects from aging.			

Racial Feats

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

DELIQUESCE

Once per day per level, you can slip out of bonds and grapples.

Prerequisites: Kvol

Benefit: Once per day per character level, as a swift action, you can automatically escape a grapple or free yourself from all bonds or shackles.

PRESENCE OF MIND

You have learned how to retain your mind even after your body has dissipated.

Prerequisite: Kvol, Unleash the Swarm feat.

Benefit: You retain control over the school of squid when your Immortal Swarm racial ability is active, effectively allowing the swarm to benefit from your Intelligence, Wisdom, and Charisma scores, as well as retaining all skills that rely on those ability scores. All other statistics of the school of squid remain the same, however, and you do not have access to any of your class abilities.

RE-KNIT

You can reform from your school of squid much faster.

Prerequisite: Kvol, Presence of Mind feat

Benefit: Once per hour, you can force the school of squid to reform into your kvol form as a full-round action. Doing so, however, leaves you at only 1 hit point when you revert to kvol form.

Normal: Even with the Presence of Mind feat, the kvol cannot force the school to re-knit its body before 8 hours of uninterrupted rest.

SEE MORE EVIL

You can detect evil more often.

Prerequisite: Kvol, Wis 15.

Benefit: Your detect evil racial trait can be activated a number of times per day equal to your Wisdom modifier.

SLIPPERY

You are particularly hard to hold onto.

Prerequisite: Kvol

Benefit: You gain a +4 racial bonus on all Escape Artist checks to slip free of bonds and squeeze into tight spaces, and you can squeeze through spaces as though you were one size category smaller than your your actual size.

UNLEASH THE SWARM

You can release the school of squid from your body to escape a desperate situation.

Prerequisite: Kvol, 3rd level

Benefit: You can activate your Immortal Swarm racial ability before being reduced to zero hit points. A swarm released in this way has 3d8+3 hit points or hit points equal to your Constitution score (whichever is higher). The school of squid still behaves as if you were reduced to zero hit points; it will attempt to flee, is no longer under your control, and will not reincorporate back into a kvol until after 8 hours of uninterrupted rest.

VILE VENDETTA

Your attacks are fuelled with icy vengeance.

Prerequisites: Kvol.

Benefit: Once per hour, You may choose one creature that successfully attacked you within the last 6 rounds as a free action. You gain a +2 enhancement bonus to attack and damage rolls against that specific creature for up to one hour.

Deep-sea Doomsday Artifacts

Occasionally a dark demiplane will return a terrible artifact back to this realm, trusted to the care of dozens of kvols. Some kvols often devote their lives towards keeping these artifacts out of the hands of evil. Featured below are examples of 4 such major artifacts.

AMULET OF ZI

Aura strong evocation; strong evil; CL 18th
Slot neck; **Buoyancy** —

DESCRIPTION

This gold amulet features a ring of arcane runes around a demonic octopus. The eyes of the octopus, as well as the runes glow red and appear to be very hot, though do not cause burns unless worn by non-evil arcane spellcasters.

Once per round as a spell-like ability, an evil arcane spellcaster wearing this item can cast any sorcerer/ wizard spell with the word “boiling” in its name, as long as one of the intended targets of this spell is a good-aligned arcane spellcaster. The wielder of the Amulet must be evil, and if she is not exceptionally profane in the opinion of the amulet, the target gains a +5 luck bonus to any save versus this spell.

If a neutral (LN, N, CN) arcane spellcaster wears the *Amulet of Zi*, she takes 6d6 points of steam damage per round of contact. If a good arcane spellcaster touches the Amulet, she takes 8d6 points of steam damage per round of contact. All other characters are unaffected by the amulet.

DESTRUCTION

The Amulet of Zi melts into a worthless lump if a good-aligned cryomancer willingly tries to wear the amulet.



MEGALODON TOOTH DAGGER

Aura strong conjuration, transmutation, and necromancy; CL 25th
Slot weapon; **Buoyancy**: -1 bu.

DESCRIPTION

This dagger is intricately carved from the tooth of an ancient megalodon shark. Its blade is etched with eldritch runes that waver and shift with the thoughts of its wielder. It is a +5 unholy vicious wounding dagger. The current owner of the Dagger gains a +10 bonus on Bluff and Stealth skill checks. Once per day, the owner can use *destruction* as a spell-like ability (Fortitude, DC 30). Once per week, the owner can summon 1d3 piscodaemons, as *summon sea monster IX*; duration 25 rounds. The *Megalodon Tooth Dagger* communicates telepathically to its bearer. It starts with messages of how the world needs to return to a more primeval state, pointing out all the injustices and atrocities of the world. It then begins telling of rich rewards in the afterlife for bringing an end to it all. However, this does not stop with atrocities. Eventually the Dagger demands blood and destruction of everything. If the bearer does not comply, the next use of the destruction ability will backfire and consume the Dagger's owner.

DESTRUCTION

The *Megalodon Tooth Dagger* disintegrates if plunged into the heart of a living megalodon shark that has killed at least a dozen innocent people.



PLUVOKIAN SKULL

Aura strong conjuration, evocation, and illusion;
CL 20th

Slot none; **Buoyancy:** 5 bu.

DESCRIPTION

This merfolk skull appears to be carved from ever-ice and glows with a pale blue radiance. The current owner of the Skull gains darkvision up to 60 feet and blindsense up to 30 feet. When in low-light or darkness, the owner gains a +10 bonus to Stealth checks, a +4 bonus to AC, and a +2 bonus to hit. In sunlight, this becomes a -4 penalty to AC, and a -2 penalty to hit. The owner can use the following spell-like abilities as a standard action (DC 25): *ink* (1/round), *murk* (1/hour), *darkness* (5/day), *deeper darkness* (3/day), and *icy sphere* (1/day). The *Pluvokian Skull* speaks in telepathic whispers to its owner. It encourages the owner to shun the daylight zone, and preaches that true power resides in the deepest depths of the ocean. The Skull slowly perverts its owner to believe that the sun is actually an enemy, and the world would be better off plunged into a new ice age. If the bearer is resistant, the Skull will incessantly plea to be passed on to someone who better understands the plight of the deeper depths.

DESTRUCTION

The *Pluvokian Skull* melts into water after being exposed to direct and true sunlight for 7 days and 7 nights. If so much as a shadow falls across the skull, the attempt fails.



SCEPTRE OF JALORNA

Aura strong conjuration & evocation; CL 20th
Slot none; **Buoyancy** 4 bu.

DESCRIPTION

This golden sceptre features a trident-like fork at one end and a crystal spear at the other, both glowing with a strange violet light. The Sceptre will try to coerce its owner towards preaching the ways of evil, perhaps even starting a cult. If the owner is not loquacious enough about eschewing the ways of good, the rod will turn its powers against its owner at the worst possible moment.

The *Sceptre of Jalorna* acts as a +4 sonic burst spell storing short trident, but its spell storing capabilities can store only spells with the sonic descriptor. While carried in one hand, the rod grants its wielder immunity to sonic attacks. The rod's other powers are as follows.

Divine Roar: Up to three times per day as a swift action, the wielder can emit an ear-splitting roar. This functions as *shout* spell, save that the damage dealt is half sonic and half from divine power.

Summon Sound Elemental: Once per day as a standard action, the wielder can summon an elder sound elemental, 1d3 greater sound elementals, or 1d4+1 huge sound elementals. This functions as per *summon sea monster VIII*, except that it requires a standard action instead of a full round.

Sound of Death: Once per day, the wielder can emit a terrible, soul-chilling sound. This functions as a *wail of the banshee*, save that it does not target or affect evil creatures.

DESTRUCTION

The *Sceptre of Jalorna* explodes if left in absolute silence for 3 days. The catch is that this silence must be witnessed by at least two people who are sworn enemies of opposite alignments during the entire time.

Prestige Class: The Depthseekers

"No ocean too deep, no trench too dark, we will drown out all evil."

Kvols are a bane to evil; drawn to it like moths to a flame. Depthseekers are no exception. The life of a depthseeker revolves around seeking out and destroying evil in its lair. They have no fear; this is their purpose. Even when the odds seem stacked against them, they persevere. Many have tried to dissuade a depthseeker from their quest, but they are undaunted. They simply believe that supernatural evil must be eliminated, no matter the risk or cost.

Depthseekers are well-suited to monstrous environments, for that is where they dwell. If a creature is much more powerful than they are, they rise to the occasion. At 10th level, even utter failure holds one last surprise.

Role: Depthseekers prefer to be in the front lines of battle. They use melee prowess to cut down as many opponents as they can. They will often choose the largest and most dangerous foe to attack first. Depthseekers are often barbarians, fighters, or mariners.

Alignment: Depthseekers are never evil. Their pragmatic approach to destroying fiends, however, often precludes them from good alignments as well. They have no regard for any law that prevents them from their mission, and, consequentially, are seldom lawful. Most depthseekers are chaotic neutral, as they find such a philosophical outlook to be most congruent with their goals.

Hit Die: d12.

REQUIREMENTS

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

Race: Kvol.

Base Attack Bonus: +7.

Skills: Survival 5 ranks.

Feats: Dodge, Endurance, See More Evil.

CLASS SKILLS

The depthseeker's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency:

Depthseekers are proficient with all simple and martial weapon, and all armor and shields.

Raging Malice (Ex): At 1st level, when in a square adjacent to a foe with a Challenge Rating equal to or greater than their level, a depthseeker may activate raging malice. While this ability is in effect, they gain a +2 bonus to hit and damage rolls, 3 temporary hit points per level of the depthseeker class, a +2 resistance bonus to all saves, and a +5 dodge bonus to AC. They may activate this ability once per day at first level, and one more time per day every odd level thereafter (3rd, 5th, 7th, and 9th level). If the depthseeker attempts to activate the ability in a square that does not meet the prerequisite for this power, the attempt fails, but does not count towards the limit per day. If at the end of their turn they are no longer in a square adjacent to the foe that they activated this ability with, the effect ends, the temporary hit points vanish, and the depthseeker is sickened for the same number of rounds that the raging malice was in effect. Reactivating Raging Malice temporarily staves off this sickness, but the duration of the sickness remaining is added on when the effect ends.

See Evil Fast (Su): At 1st level, when activating their racial *detect evil* spell-like ability, they may immediately benefit from three rounds of observation in just one round. Furthermore, they are not subject to being stunned from detecting overwhelming evil.

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1 st	+0	+1	+1	+0	Raging Malice (1/day), See Evil Fast
2 nd	+1	+1	+1	+1	Reckless Spite, Fear Nothing
3 rd	+2	+2	+2	+1	Raging Malice (2/day)
4 th	+3	+2	+2	+1	Damage Reduction 1/ –
5 th	+3	+3	+3	+2	Raging Malice (3/day), Blood of our Blood
6 th	+4	+3	+3	+2	Damage Reduction 3/ –
7 th	+5	+4	+4	+2	Raging Malice (4/day)
8 th	+6	+4	+4	+3	Damage Reduction 5/ –, Rage Refocus
9 th	+6	+5	+5	+3	Raging Malice (5/day)
10 th	+7	+5	+5	+3	Damage Reduction 7/ –, Last Resort

Reckless Spite (Ex): At 2nd level, when making a charge attack the depthseeker gains a +2 dodge bonus to Armor Class. If the depthseeker has the Lunge feat, he also gains a +2 dodge bonus to Armor Class when extending their reach.

Fear Nothing (Ex): Also at 2nd level, the depthseeker learns how to ignore the effects of fear. If panicked or frightened, the depthseeker is instead shaken. A depthseeker cannot be shaken otherwise.

Damage Reduction (Ex): Starting at 4th level, depthseekers can ignore some of the damage being dealt to them. Subtract 1 point from the damage the depthseekers take each time they take damage. This damage reduction increases by 2 points every even level thereafter (6th, 8th, and 10th).

Blood of our Blood (Su): At 5th level, depthseekers learn to use their internal school of squid to their advantage. As a standard action that does not provoke an attack of opportunity, depthseekers may unleash a single school of squid into an adjacent square that unerringly follows the depthseekers' telepathic commands (up to 200 ft.). Upon doing so, depthseekers sacrifice a number of hit points, equal to or greater than 8 hit points, that will not bring a depthseeker to under 5 hit points. These hit points become the school of squid's hit point pool. As a move-equivalent action, depthseekers may reabsorb an adjacent school of squid that they created in this fashion, thus reclaiming the school's current hit point total into

their own (perhaps even creating a temporary pool of hit points above their maximum if they were recently healed). Depthseekers may do this multiple times, creating multiple schools of squids, so long as they have the hit points to sacrifice. Sacrificed hit points can be healed normally. Schools of squid created in this way perish after 2 rounds per level of the depthseeker class, and should be reabsorbed before expiring.

Rage Refocus (Ex): At 8th level, depthseekers may continue to benefit from Raging Malice if they end their turn adjacent to a different enemy's square than the enemy that they activated their power next to. The new enemy must still have a Challenge

Rating equal to or greater than their level, or the effect ends.

Last Resort (Su): At 10th level, when the depthseeker witnesses an event that will undoubtedly plunge an otherwise neutral or good aligned world towards evil, the depthseeker may activate this ability. If the Gamemaster agrees that there is no other way to prevent this catastrophe, the immediate 3 square mile radius, including the depthseeker and all beings and objects in this area, is transported to an inescapable demiplane where they remain for no less than 1,000 years. Nothing is immune to this effect, not even artifacts. As this is a potentially campaign-ending power, the Gamemaster may adjudicate when this power may be used, or if it can be used at all. The Gamemaster may optionally increase or decrease the area of effect as needed. The Gamemaster may provide some means of escape for any good or neutral aligned non-kvol who become trapped on the resulting demiplane at his discretion.



Kvol

At first what appears to be a luminescent merfolk, turns out to be something much more unusual at closer inspection. The creature before you is merely a translucent shell in the silhouetted shape of a merfolk, and within that visage are hundreds of miniscule squid that seem to be controlling it – even aiding it in brandishing a spear!

KVOL CR 1/2

XP 200

Kvol rogue 1

CG Medium outsider (aquatic, native)

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +5

Racial Buoyancy: 0 **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** +1

Swarm-like Immunities: Not subject to critical hits, staggered condition, or flanking.

Swarm-like Weakness: Takes 50% more damage from spells or effects that affect an area.

OFFENSE

Speed 5 ft., Swim 50ft.

Melee spear +3 (1d8+2/×3)

Special Attacks Sneak attack +1d6

Spell-like Abilities(CL 1st)

1/day – *detect evil*

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 12, **Cha** 6

Base Atk +0; **CMB** 2, **CMD** 15

Feats Weapon Finesse

Languages Dagonite, Abyssal, Infernal

SQ Bioluminescent, Luminescent ink, immortal swarm, trapfinding

Skills Acrobatics +8, Bluff +4, Disable Device +6, Escape Artist +8, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +8;

Racial Modifiers +2 Acrobatics, +2 Escape Artist

ECOLOGY

Environment abyssal plains

Organization solitary, pair, or squad (4-8)

Treasure NPC gear (spear)

SPECIAL ABILITIES

Bioluminescent (Ex): The kvol can (at-will) can shed torch-equivalent light.

Luminescent Ink (Ex): A kvol may choose to exude a cloud of luminescent ink once per hour. The iridescent patch spreads out in a 10-foot-radius cloud that provides total concealment and persists for 3d4 rounds.

Immortal Swarm (Su): A kvol reduced to 0 hit points or below instantly transforms into a school of squid that immediately releases a luminescent ink cloud. The school of squid is non-sentient (and thus should be under control of the Game Master) and has 14 hit points. It will take every opportunity to flee rather than fight. After eight, uninterrupted hours of rest and feeding, the school will re-knit its mucus hide and the kvol is reborn with 1 hp.

Kvraken

A huge luminescent blue squid eyes you from the deep. From the glint in its eye, you can tell that this is no ordinary animal.

KVRAKEN CR 10

XP 9,600

N Huge outsider (aquatic)

Init +5; **Senses** darkvision 60 ft., scent; **Perception** +16

Racial Buoyancy: -60; **Depth Tolerance:** Immune to Pressure

DEFENSE

AC 22, **touch** 9, **flat-footed** 21 (+1 Dex, +13 natural, -2 size)

hp 150 (12d10+84)

Fort +15, **Ref** +11, **Will** +7

Defensive Ability ink cloud (20-ft. radius).

DR 10/evil

OFFENSE

Speed 20 ft., Swim 120 ft.

Melee bite +19 (2d6+9), 2 arms +19 (1d6+9), tentacles +17 (4d6+5/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+14), dismantle armor

Spell-like Abilities(CL 12th)

At will – *detect evil* (Kvraken attack evil on sight, ignore others)

STATISTICS

Str 28, **Dex** 12, **Con** 24, **Int** 11, **Wis** 13, **Cha** 13

Base Atk +12; **CMB** +23; **CMD** 34 (46 vs. trip)

Feats Cleave, Improved Critical (tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Skills Acrobatics +16, Climb +32, Perception +16, Sense Motive +16, Stealth +8, Survival +16

Languages Dagonite (cannot speak); telepathy 100 ft

ECOLOGY

Environment abyssal plains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Dismantle Armor (Ex) If a kvraken hits a foe with both arm attacks, it can attempt to peel away the target's armor and shield as a free action by making a CMB check. If the kvraken is successful, the target's armor and shield are torn from his body and dismantled, falling to the ground. Armor subjected to this attack loses half its hit points and gains the broken condition if the target fails a DC 25 Reflex save. The save DC is Strength-based.

Luminescence (Ex): A kvraken's glowing glands provide light in a 30-foot radius. A dead kvraken's luminescent glands continue to glow for 1d6 days after its death.



Kvols in Your Game

In a world where oculi and obitu can be accepted as a player race, the kvols may fit in very well. In many ways, they appear much less threatening than the average echinn or karkanak. However, playing a race that is made up of thousands of miniscule squid can provide some very interesting challenges. When the character is knocked into unconsciousness, his teammates may end up chasing down a school of frightened squid, potentially for days. If the squid swarm gets away, the character may end up in interesting predicaments.

The kvol's strange composition can also be a great advantage. Since a frightened swarm can evade most attacks and slip into places most creatures cannot reach, the kvol, aside from its agelessness, garners another sort of immortality. As long as its tiny squids can run and hide, the kvol can live to fight another day.

Despite their ancient origins, kvols in this text are presented as a fairly fresh race to the world. They are rarely encountered and cannot reproduce naturally. A new batch may have entered your world eons after the last batch. Therefore they do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. The kvols could easily be a goodly race that has fled from an evil outer plane, invading your world in droves in search of sanctuary. Or perhaps the kvols are natural creatures; a species of natural squid infused with diabolical blood. The kvols may also be from another reality; a reality in which evil has triumphed and the only goodly survivors are these strange squid-collectives.

Whatever the case, a kvol will make a welcome addition to any underwater game as the most unusual character in the group, an unusual option for a player seeking something entirely different, a challenge for the player who likes to play everything or even a fun alternative for those who want to see the world from different angles.

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 unless 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.

Pathfinder RPG Bestiary. 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: Emily Kubisz

Cerulean Seas Campaign Setting, Indigo Ice, Azure Abyss, & Celadon Shores. Copyright 2010-2016, Alluria Publishing; Authors: Emily Kubisz, Sam Hing, and Matthew Cicci

Add New Life to your Cerulean Seas Game!

The REMARKABLE RACES SUBMERGED supplements are colorfully illustrated PDF tomes, 100% compatible with the PATHFINDER ROLEPLAYING GAME and the CERULEAN SEAS CAMPAIGN SETTING 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 Cerulean Seas campaign (including INDIGO ICE, AZURE ABYSS, and CELADON SHORES). With versatile and non-intrusive back stories, these creatures can be spontaneously added to any setting. Mix and match to suit your world. Whether you are a GM looking for new options, or a player seeking something different, the "Remarkable Races" line by Alluria Publishing will breathe new life into your game!

