

KUO-TOA

Kuo-toa are amphibious, fish-like humanoids known for their slippery, slimy skin and their ability to thrive both underwater and on land. These creatures are notorious for their duplicitous nature and their tendency to betray trust for personal gain. Living in oppressive feudal theocracies, kuo-toa societies are ruled by powerful priest-kings and their subordinates, who enforce strict control over the populace. Despite their cruel reputation, not all kuo-toa are inherently evil; many are simply victims of their harsh environment and the mental oppression they endure. Their unique ability to manifest gods through collective belief grants them access to divine powers, making them formidable opponents in both combat and religious fervor.

Physical Description

Kuo-toa are typically 5 feet tall and weigh around 160 pounds. Their bodies are covered in gray scales with yellowish undertones in males, which can change color based on their emotional state. They have slender, lithe arms and legs, ending in broad, partially webbed hands and feet with three main digits and one opposing digit. Their bullet-shaped heads feature sharp teeth and bulging silver-black eyes capable of independent movement. A layer of slippery slime coats their rubbery skin, giving them a glimmering sheen and a light stench of rotten fish.

Society

Kuo-toa societies are oppressive feudal theocracies ruled by a priest-king and a council of priest-dukes. These rulers exercise complete control over the citizens' lives, dictating various aspects of society such as fishing, trade, war, and slavery. The mental oppression and harsh environment have driven many kuo-toa to madness, making them highly suspicious and prone to betrayal. Despite this, some kuo-toa can adopt more peaceful philosophies when separated from their oppressive societies.

Relations

Kuo-toa are generally mistrusted and feared by other races due to their duplicitous nature and tendency to raid surface communities. They have little interest in diplomacy or alliances, preferring to rely on their own cunning and strength. However, individual kuo-toa who escape their oppressive societies may form more positive relationships with other races.

Alignment and Religion

Kuo-toa are typically neutral evil, driven by their desire for power and survival. They worship gods manifested through their collective belief, granting them access to divine powers. Their religious practices are deeply ingrained in their society, with priest-kings and priest-dukes holding significant influence over the populace.

Adventurers

Kuo-toa who become adventurers are often outcasts or those seeking to escape their oppressive societies. They excel as rogues, monks, or clerics, using their natural abilities and divine powers to great effect. Kuo-toa adventurers are rare, but those who do exist are driven by a desire to prove themselves and gain power.

KUO-TOA RACIAL ABILITIES

Ability Score Modifiers: +2 Dexterity, +2 Constitution, -2 Wisdom

Size: Medium

Type: Monstrous Humanoid (Aquatic)

Base Speed: 20 ft., swim 50 ft.

Languages: Kuo-toa begin play speaking Undercommon. Kuo-toa with high Intelligence scores can choose from the following: Common, Aquan, and Sahuagin.

AC: +2 natural armor

Immunities: Immune to poison and paralysis.

Resistances: Electricity resistance 5 + 1/level.

Weaknesses: Light blindness (Abrupt exposure to bright light blinds kuo-toa for 1 round. They suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.)

Weapon Familiarity: Kuo-toa are proficient with spears, nets, harpoons, and pincer staves.

Special Attacks: Lightning Bolt (Su) - Two or more kuo-toa clerics (known as "whips") operating together can generate a stroke of lightning every 1d4 rounds. The whips must join hands to launch the bolt but need merely remain within 30 feet of one another while it builds. The lightning bolt deals 1d6 points of damage per whip, but a successful Reflex save halves this amount (save DC 13 + number of whips).

Blindsight (Ex): Kuo-toa can "see" normally to a range of 40 feet. Beyond that, they treat all creatures as if they had total concealment.

Scent (Ex): Kuo-toa have a keen sense of smell, allowing them to detect creatures by scent.

Slippery (Ex): The slime coating a kuo-toa's skin grants them a +4 racial bonus on Escape Artist checks and to CMD against grapple attempts. Webs, magic or otherwise, don't affect kuo-toa, and they usually can wriggle free from most other forms of confinement.

Adhesive (Ex): Kuo-toa use their own body oil and other materials to give their shields a finish almost like flypaper, holding fast any creatures or items touching them. Anyone who makes an unsuccessful melee attack against a kuo-toa must succeed at a Reflex save (DC 14), or the attacker's weapon sticks to the shield and is yanked out of the wielder's grip. Creatures using natural weapons are automatically grappled if they get stuck.

Amphibious (Ex): Kuo-toa can breathe both air and water.