

# SQUIDFOLK

**Requirements:** None

**Prime requisite:** STR

**Hit Dice:** 1d6

**Maximum Level:** 12

**Armour:** Leather

**Weapons:** Cannot use missile weapons, excepting thrown weapons.

**Languages:** Alignment, Common, Mermanish, Squid-Speech

Squidfolk are a humanoid species with a squid-like head. They are nomadic, travelling the oceans, herding fish, and battling sea monsters.

**Prime Requisites:** A squidfolk with at least 13 in one prime requisite gets a +5% to experience. If both DEX and STR are 16 or higher, the squidfolk gets a +10% bonus.

## Aquatic

Squidfolk live and breathe in salt water. They can exist out of water for only short periods of time (number of turns equal to their CON).

## Combat

Squidfolk never wear metal armor. They will occasionally use a crab-shell shield. They have no penalty for fighting in water. They do not use missile weapons, but do use thrown weapons like spears or tridents.

Squidfolk get a +1 bonus to attack rolls with a trident, their favored weapon.

## Face Tentacles

Squidfolk have four tentacles on their face. They are usually used for feeding, but can hold and manipulate small objects. They cannot hold weapons.

## Hearing

Squidfolk ears are attuned to hearing sounds underwater. They can hear noises from a distance of 1 mile. They have a 3 in 6 chance for listening when underwater.

## Immunity to Aquatic Poison

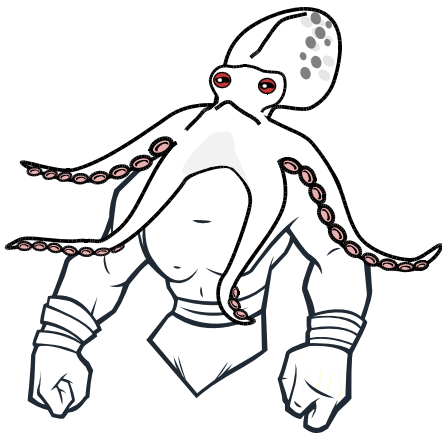
A squidfolk is immune to the poison of any aquatic creature.

## Ink Cloud

Squidfolk can emit an opaque cloud of ink, filling a 30' diameter area, twice per day. The cloud lasts two turns. Anything in the cloud will be treated as blind.

## Movement

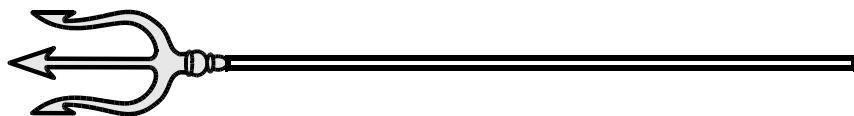
Squidfolk are strong swimmers and have a movement rate of 180' (60') when swimming. Out of the water, they are somewhat clumsy, with a movement rate of 90' (30')



# Squidfolk Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	12	10	16	12
2	2,200	2d6	19 [0]	8	12	10	16	12
3	4,400	3d6	19 [0]	8	12	10	16	12
4	8,800	4d6	17 [+2]	6	11	9	14	11
5	17,000	5d6	17 [+2]	6	11	9	14	11
6	35,00	6d6	17 [+2]	6	11	9	14	11
7	70,000	7d6	14 [+5]	4	10	8	13	10
8	140,000	8d6	14 [+5]	4	10	8	13	10
9	270,000	9d6	14 [+5]	4	10	8	13	10
10	400,000	9d6+3	12 [+7]	2	9	7	12	9
11	530,000	9d6+6	12 [+7]	2	9	7	12	9
12	660,000	9d6+9	12 [+7]	2	9	7	12	9

**D:** Death / poison; **W:** Wands;  
**P:** Paralysis / petrify; **B:** Breath attacks;  
**S:** Spells / rods / staves.



## After Reaching 10<sup>th</sup> Level

2d10 squidfolk will join the player as a group of followers called a *school*. If any of the followers die, they are not replaced.

## Tridents

1d6 Damage, Brace, Melee  
 Missile (Surface)  
 (5'-20' / 21'-40' / 41'-60')  
 Missile (Underwater)  
 (5'-10' / 11'-20' / 21'-30')