

# THE KROOLA



IVE

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# THE KROOLA

*"Cunning sailors, merry swashbucklers, and sturdy brawlers who sail the seas and roam the swamps."*

## Racial Traits

Average Height: 4'6"-6'5"

Average Weight: 250-850 lbs.

Ability Scores: +2 Dex, +2 Con

Size: Medium

Speed: 6

Vision: Normal

Languages: Common, Draconic

Skill Bonuses: +2 Endurance, +2 Intimidate

**Reptile Heritage:** You are considered to be a Reptile for effects related to species origin.

**Kroola Krawl:** You can crawl your movement speed, and do not grant combat advantage while prone.

**Harmless Log:** You gain a +5 bonus to stealth in a square of swampy or aquatic terrain.

**Bar-side Brawler:** When using an unarmed attack or improvised weapon you gain a +2 proficiency bonus to attack rolls, and have a 1-die upgrade to damage dice.

**Kroola Regeneration:** You can use *Kroola Regeneration* as an encounter power.

## Kroola Regeneration

## Kroola Racial Ability

*You laugh off your wounds and keep on fighting as your body begins to naturally heal itself.*

## Encounter ♦ Healing

### Minor Action

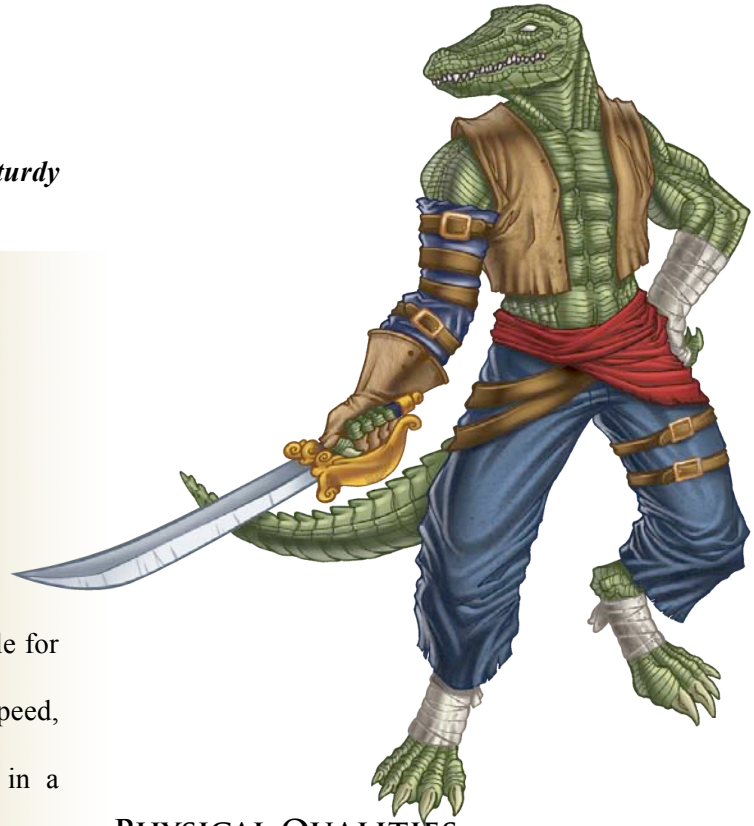
### Personal

**Effect:** You spend a healing surge. You don't recover any hitpoints, but you gain regeneration equal to your Constitution modifier + half your level. This regeneration lasts until you first become no longer bloodied, you are brought to 0 hp, or until the end of the encounter.

Born in harsh swampland environments and raised aboard seafaring ships, the Kroola are a resilient piratical race that spends their lives roaming the world, seeking treasure and adventure. They are both aggressive and jovial, fighting for the sport of it, and delighting in often overly violent pranks. Their intimidating looks and penchant for recklessness earn them a fearsome reputation.

Play a Kroola if you want...

- \* To play a defender that's hard to keep down.
- \* To use aquatic terrain to ambush your enemies
- \* To live the carefree life of a pirate!



## PHYSICAL QUALITIES

Kroola resemble walking crocodiles, with scaly hides and long, toothy snouts. They are known to come in all shapes and sizes depending on how often they get into combat, but they generally fall between four and five and a half feet tall. Kroola adventurers, whose cells have adapted to regenerating often, run larger than most, and some brawlers can get as big as seven and half feet tall. Their hands and feet are clawed, but they have no trouble performing mundane tasks with them, even sometimes including writing. Their armored hides come in variety of reptilian shades; the most common being dark green or rust, but some Kroola can display brighter red or sometimes bluish scales.

The males of the species tend to be more muscular, sporting thicker forearms, shorter tails, and longer teeth. Females are of thinner build and have long, slender tails that slither along the ground behind them. Kroola hatchlings grow much faster than human children, reaching a full growth, battle-ready age by 4 years. No one is quite sure how long the Kroola live, as most do not have the opportunity to reach any natural term, but it is rumored that some individuals of the species are over 100 years old. Spending much of their time in water and muddy swamps, Kroola typically wear little other clothing that's what's needed for modesty or armor.

## PLAYING A KROOLA

The kroola are a feisty and aggressive race, but despite their terrifying appearance, they can also be quite jolly and carefree. Whether born into swamp-dwelling or seafaring cultures, young kroola are left to survive on their own resources, and though few make it through this trying upbringing, the process produces a tough and resourceful people who are not afraid to use cunning and brute force to get their way. Kroola equate strength with authority but they make few alliances, and likewise hold few grudges, racial or otherwise. Religion means little to the kroola, as they rarely tie themselves down to any moral ideology, and though they are not the most loyal allies to any particular cause, they make excellent mercenaries for the right price.

The life of a kroola is a simple one. Survival is the prime concern, with doing whatever you please coming in close second. Kroola have an almost unhealthy love of plunder and piracy. The males of the species roam around in pirate crews and bands of brigands, looting and plundering ships and merchant caravans. Meanwhile, the females often stay home and maintain hamlets or trading posts in the swamps and grottos, though few care enough to know of or make the gender distinction.

On the high seas, a korsair is expected to respect his kaptain, but mutinies are not uncommon, and many kroola often belong to different ship gangs at the same time. Feuds between rival gangs are quick to escalate to violence, but just as quick to end after a brawl decides who gets their way, after which they might all go share a pint of Troutblood Ale at the local tavern and turn the whole affair into a catchy sea shanty.

A defining physiological aspect of the kroola is their ability to heal naturally. In nature, the power of this regeneration tapers off soon after childhood, but kroola who spend much of their lives in combat, can keep it active well into adulthood. A kroola who keeps this talent honed can regenerate at an incredible rate, and even very large wounds inflicted on a kroola can heal in seconds. This has long-term effects, however, and kroola who engage in combat and are wounded more often will eventually begin to grow in size due to the frequency with which they have to regenerate lost or damaged tissue.

## HEROIC TIER FEATS

### ONE EYE OPEN [KROOLA]

**Prerequisite:** Kroola

**Benefit:** You have low-light vision, and remain fully aware of your surroundings while sleeping.

### AMPHIBIOUS [KROOLA]

**Prerequisite:** Kroola

**Benefit:** You gain the benefits of being Aquatic during combat under water, and have a swim speed of 5.

### SEA LEGS [KROOLA]

**Prerequisite:** Kroola

**Benefit:** You are proficient with a cutlass, and gain a +2 feat bonus to Athletics and Acrobatics when performing tasks at sea (swimming, climbing rigging, swinging from a mast line, etc).

## PARAGON TIER FEATS

### BAR ROOM BRAWLER [KROOLA]

**Prerequisite:** Kroola

**Benefit:** You gain a +2 feat bonus to any attempt to grab or escape a grab, and get a +2 feat bonus to unarmed and improvised attacks.

## PHYSIOLOGY

**Development:** The kroola are unlike most of the civilized races, in that they possess a sort of genetic mayhem. They come in all shapes and sizes because of their cellular adaptability. Kroola young are typically put to hatch in dangerous territory, and are left to fend for themselves. Typically, their anatomical growth is a measure of their first forays into survival. More cunning, resourceful young will grow smaller yet more agile, while the more ferocious young fighters will grow tougher and bulkier.

Despite their regenerative abilities, Kroola genetics are not designed for longevity, as most kroola only live as long as it takes to find themselves in a battle they can't win. The average kroola only lives to about the age of twenty, with the more protected or powerful kaptains holding out for a decade or two longer. As a kroola reaches old age, however, one of two things happens. In the first case are the more lithe, thin kroola who don't maintain a damage-heavy physique. Their regenerative abilities will begin to fade, along with their mental well-being. They become increasingly violent and delirious, and while they remain intellectually keen they are said to also be quite insane, delusional individuals.

The kolossuses tend to die on the field of battle as victims of their own vicious lifestyles. There are rumors however that certain kroola kolossuses have gone on to become something greater than most kroola believe possible. Sometimes a kaptain will simply disappear from the world, their death or any other legacy unseen. Rumor has it that they never stop growing, and as they continue on growing they become monsters. They revert quickly back to their animal instincts; uncivilized, vicious, and

hungry. There's no substantial evidence for these myths, but every time a village reports to their king or sovereign that a monster haunts the local marsh, or the cattle that drink from the nearby river are carried off without a trace, the kroola have their eyes peeled and their ears open.

**Regeneration:** It is uncertain just how or where the Kroola originated as a race, but many scholars say their rapid cellular regeneration is responsible for rampant mutation and evolution. Their natural healing processes, blood stream, and immune system all work at an alarming rate. Kroola are unlikely to succumb to a disease or poison, and their wounds heal rather quickly, closing up hastily with only the slightest of scars to show for it. Nonetheless, most Kroola do their best to avoid fatal wounds as much as any other creature.

Some of the species, however, do less to avoid being wounded than the rest. Over time, incurring enough damage causes a Kroola's cellular regeneration to quicken, cause growth in size and resilience. This leads to the most battle-worn Kroola warriors to be anywhere from three to sometimes five or six feet taller than the average. These larger Kroola, called "Kolossuses," are the individuals that rise to the seats of power in Kroola pirate crews and villages.

**The Klappa:** Klappas are small, dog-like creatures closely tied to the Kroola species. They resemble crocodiles and can regenerate, much like the Kroola, but are small and built very much like dogs. Stout and thick, they have short legs built for fast running and high jumping, and their jaws can lock tight around prey like a bear trap.

Kroola crews will often breed klappas as pets, or domesticated hunters. Kroola raiders use them and boarding parties as shock troops. Durable and, to the kroola, ultimately expendable, klappa swarms can cause chaos and disarray on a small back-country road or the deck of a ship before the kroola raiders set in on their targets. Oftentimes, kroola rangers will keep larger klappas as trusted companions. Klappas are ultimately obedient, loyal companions and vicious enemies to those who threaten their masters.

## SOCIETY

**Organization:** The hierarchy is quite simple in a kroola settlement or group. The power is passed instantly and without objection to the most sizable kolossus in the crew. The large are in charge, and to a race for which size is a product of how much damage they've taken, respect for the large is seen as respect for strength, sacrifice, and

resilience in the face of pain and struggle. That is not to say that more average sized kroola are in any way shunned or abused; they just fill a much different role in kroola society. The slimmer, more cunning of the race are meant to plan operations and assist in making more complex decisions.

In a pirate crew, the normal kroola (called korsairs), look to the largest of them to take on the title of kaptain, with the other roles are distributed as would normally occur on a ship. On land, where there are females, they look upon a large male called a sire to keep the village safe. Villages are more democratic, with the more vicious, powerful women often taking charge of important affairs.

**Culture:** The life of a kroola is that of doing completely as they wish. They are strong, but often lazy, so piracy features heavily in their culture. The kroola see plunder as both a sport and a natural part of the cycle of ownership. They believe that if something shouldn't be taken, it will be adequately defended and kept from them; everything else is subject to their acquisition.

The kroola spend quite a bit of time near water, and thus are very comfortable with ships. Kroola never construct their own ships. They merely swim from the shore, commandeer a large enough ship to accommodate the band of brigands, and make off with it. When it's no longer sea-worthy, the ship is brought to land and scavenged to make rafts or structures. All kroola are expected to be able-bodied seamen and be able to handle themselves in combat.

The relationship between the kroola on land and the kroola at sea is symbiotic. Most kroola villages are communities of females who are tied to a group of kroola men, who spend their time raiding and pillaging. When they return, they are provided for in food, equipment, and care by the women, and the women are given treasure and other spoils to sell at the trading posts they run. All kroola accept this unwritten agreement, and are quite pleased with the simplicity of the arrangement.

Religion is not an important consideration to a kroola. It's simply not thought much about. No god seems to take much interest in them, and they take much the same position. Mating is not so much an act of intimacy but of a private, casual relation that often happens when a korsair stays the night in a kroola hamlet. There is no marriage in kroola society, and although there is occasionally romantic love, this is often seen as an inconvenience to a life of roaming, and therefore the kroola mostly prefer a hearty camaraderie between korsairs.

Wars seem wasteful to the kroola. Confrontations generally exist between two people, and are sorted out as such. Outsiders to the race perceive them as violent and



## KROOLA CHARACTERS

**Origins:** It is not common, but far from unheard of, for a kroola to strike out on his own. Kroola aren't at all adverse to the idea of keeping company with other races, and many have a healthy love of exploration. A korsair who is unhappy in his crew is likely to strike out, and often they'll seek out work at port cities, or small towns where they aren't met with fear.

Kroola in the civilized world are valued much for their strength and willingness to do dangerous jobs, but they also make loyal comrades. They are reliable, and often find their way into adventuring parties for their sheer willingness to put themselves on the front lines. Any group is lucky to have a kroola ally, after they get over their initial fears and suspicions, of course.

**Roleplaying:** Kroola are a rich, lively race that can come alive easily at the table. Kroola are a compromise between animal instincts and overall cool-headedness. As a kroola character, approach every situation with objective, calm deliberation, and always good spirits. A kroola isn't insensitive to trivial matters, but he is jovial in all things. Try and find the humor in everything, no matter how dreadful or violent the situation.

Speak plainly, and if you do voices for your characters you can try something deep, or almost stereotypically raspy or harsh. Be brave, boisterous, and above all loyal to your comrades. Never forget, however, that kroola are also subject to wanderlust, greed, and a sense of humor that is unsympathetic to the races that can't necessarily just grow a lost arm back over time.

Kroola have a selfish and apathetic worldview, but this doesn't make them ignorant and cruel, and as a character, they have a good chance to become more worldly, sentimental, and contemplative as they encounter new things. Also, feel free to start insisting (non-imposingly, for the sake of others at the table) for a larger share in the decision-making if your character becomes physically larger. The connection between leadership and might is essential to the kroola in a way that is mostly impossible to ignore.

**Adventuring:** Kroola adventurers generally are best in the role of Defender. They're arguably best as fighters and two-weapon rangers, being versatile as both classes. Paladins would be a rarer choice for roleplay reasons, given that the kroola are traditionally irreligious. They avoid and absorb damage well, and if as a defender they choose to become a Kroola Kolossus at level 11, they'll find themselves taking their role performance to a whole new level.

brutal, but seemingly vicious acts against one another are often part of a game, joke, minor dispute, or sport. Kroola typically receive a bad reputation to the civilized races who don't understand them, looking on them with fear because of appearance or reputation.

**On Sea:** When the kroola set out to sea is when they feel most at home. Being so immensely surrounded by water activates their animal instincts, and makes them more brutal, cunning, and dexterous. Life at sea is a time away from the women, away from civilization, and away from any responsibility to anyone but yourself and your comrades. It's this kind of unruly behavior (and their merciless plundering of innocent merchants) that give them their bad reputations.

**On Land:** Back on land, the women keep healthy, maintain relationships with the locals, and hold trading posts together. There's a constant war of the sexes among the kroola in the settlements, and the power struggle between the landlubbing men and the stronger females is endless. Most of the time is spent waiting for the crew to return, stockpiling resources and rations for their next journey out. The females are expected to be shrewd saleswomen and entrepreneurs, seeing as how they have to sell stolen goods in order to provide for pirates and thieves.

A kroola can be relied on as the party member willing to take risks; swimming into dangerous water, holding the front lines against insurmountable odds, etc. They're also swashbucklers by nature. Stylistically, it's the kroola way to swing from ropes, slide down banisters, and perform all sorts of tumbles and leaps, and of course, play dirty whenever possible.

## PARAGON PATH

### KROOLA KOLOSSUS

*"What doesn't kill me makes me stronger. And much, much larger!"*

**Prerequisite: Kroola, Con 15**

Over time, the frequency of attacks on your physique has sent your cellular regeneration into overload. You've developed into a massive hulk, able to heal quickly and deal the damage right back!

**Kolossus Action (11th):** When you spend an action point to take an extra action, you gain 5 temporary hit points. If you use this action to make a melee attack, a hit also knocks the target prone.

**Kroola Exemplar (11th):** You gain a +2 racial bonus to Athletics, Intimidate, and Endurance.

**Simply Enormous (16th):** If you would normally grant cover to an ally who is the target of a ranged attack, you also block line of effect from the attack to the ally and are considered a solid obstacle for all related purposes. Any time you may an attack that targets a creature one size larger than you, you may choose a Huge target.

**Put Your Heads Together** Kroola Kolossus Attack 11  
*You reach for enemies on either side of you, grab them, and bash their noggins together.*

**Encounter**

**Minor Action**

**Melee touch**

**Target:** Two enemies that are flanking you

**Attack:** Strength vs. Reflex

**Special:** You may make one attack roll for and use the result for the attacks on both targets. The attack must hit both targets.

**Hit:** You may slide both enemies up to one square each so that they are adjacent to both you and each other. They are both dazed (save ends), and you may then slide them one additional square each.

**No Shoving** Kroola Kolossus Utility 12  
*If anyone is going to be doing the shoving, it's you!*

**Encounter ♦ Martial**

**Immediate Interrupt**

**Personal**

**Trigger:** A melee attack that hits you causes forced movement

**Effect:** Ignore all forced movement. You may, as an immediate reaction to the attack, make a Strength vs. Fortitude attack against the attacker if he is no more than one size larger than you. If hit by this attack, the target is pushed 1 square and must make an immediate savings throw to avoid being knocked prone.

**Shouldn't Have Done That** Kroola Kolossus Attack 20  
*You take a brutal hit, but you soak it up and let him have it right back.*

**Daily ♦ Martial, Weapon**

**Immediate Reaction**

**Melee weapon**

**Trigger:** You sustain a critical hit from a melee attack

**Target:** Attacker who scored the critical hit

**Attack:** Strength vs. AC

**Hit:** 3[W] + Strength modifier damage, and the target is pushed 1 square and knocked prone.

**Miss:** The target is marked

**Effect:** You gain temporary hit points equal to half your level

## FIGHTING THE KROOLA

The kroola are a race of fearsome variety. While you might be a player wanting to play a Kroola character in one of your favorite home games, you might also be the one running the campaign, and are looking to use the kroola as a society that your players might encounter. For that reason, we've provided a cast of kroola types and characters in case your players decide to get rough with the reptiles.

All kroola share the same basic tactics: trying to ambush their foes with their *Kroola Combat*, making the best of their Acrobatics to swing in on ropes, or performing other impressive feats. They prefer to come from all angles, hiding themselves away until the last possible moment when they can strike hard and effectively.

They use their klappas to make the first strike, sowing disarray before making their attack. They spread out (often with the help of *Kaptain's Orders!*), trying to corner their foes before bringing the larger kroola in to finish the job.

<b>Kroola Deckhand</b>	<b>Level 4 Minion</b>
Medium natural humanoid (reptile, aquatic)	XP 44
<b>Initiative</b> +2	<b>Senses</b> Perception +3
HP 1: a missed attack never damages a minion	
AC 17; <b>Fortitude</b> 17, <b>Reflex</b> 15, <b>Will</b> 14	
Speed 6, swim 5	
⊕ <b>Cutlass</b> (standard; at-will) ♦ <b>Weapon</b> +7 vs. AC; 5 damage.	
⊗ <b>Throwing Axes</b> (standard; at-will) ♦ <b>Weapon</b> Ranged 5/10; +7 vs. AC; 5 damage.	
<b>Kroola Kombat</b>	
The kroola deckhand can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic	
<b>Skills</b> Endurance +9, Intimidate +5, Acrobatics +6	
<b>Str</b> 17 (+5)	<b>Dex</b> 15 (+4) <b>Wis</b> 13 (+3)
<b>Con</b> 20 (+7)	<b>Int</b> 11 (+2) <b>Cha</b> 8 (+1)
<b>Equipment</b> cutlass, throwing axes, leather armor	

### KROOLA DECKHAND TACTICS

Kroola deckhands are relatively weak, but stay very nimble and play close guard to their leaders, or other large allies.

<b>Kroola Korsair</b>	<b>Level 4 Skirmisher</b>
Medium natural humanoid (reptile, aquatic)	XP 175
<b>Initiative</b> +4	<b>Senses</b> Perception +5
HP 60; <b>Bloodied</b> 30	
<b>Regeneration</b> 5 (while bloodied)	
AC 18; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 15	
Speed 6, swim 5	
⊕ <b>Cutlass</b> (standard; at-will) ♦ <b>Weapon</b> +9 vs. AC; 1d10 + 4 damage.	
⊗ <b>Throwing Axes</b> (standard; at-will) ♦ <b>Weapon</b> Ranged 5/10; +9 vs. AC; 1d6 + 4 damage.	
↓ <b>Wild Swings</b> (standard; encounter) ♦ <b>Weapon</b> +7 vs. Reflex, 1d10 + 4 damage, and the target and up to two enemies adjacent to the Kroola Korsair are pushed 1 square.	
<b>Kroola Kombat</b>	
The kroola korsair can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic	
<b>Skills</b> Endurance +9, Intimidate +5, Acrobatics +6	
<b>Str</b> 17 (+5)	<b>Dex</b> 15 (+4) <b>Wis</b> 13 (+3)
<b>Con</b> 20 (+7)	<b>Int</b> 11 (+2) <b>Cha</b> 8 (+1)
<b>Equipment</b> cutlass, throwing axes, leather armor	

### KROOLA KORSAIR TACTICS

Kroola korsairs are ambushers. Moving as a pack, they come in from all sides and try to back their opponents into a corner or small group using *Wild Swings*.

<b>Klappa Swarm</b>	<b>Level 5 Brute</b>
Large natural beast (reptile, aquatic, swarm)	XP 200
<b>Initiative</b> +5	<b>Senses</b> Perception +11
HP 77; <b>Bloodied</b> 38	
<b>Regeneration</b> 5 (while bloodied)	
AC 17; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 14	
Speed 6, swim 6	
⊕ <b>Bite</b> (standard; at-will) +8 vs. AC; 2d8 + 4 damage.	
↓ <b>Vise-Grip</b> (immediate interrupt, when an enemy enters a square threatened or occupied by the klappa swarm; at-will) +6 vs. Reflex; The target is slowed, and any time the target moves the Klappa swarm may elect to shift into the vacated space (save ends). These effects also end if the klappa swarm is not adjacent to the target at the end of its turn.	
<b>Kroola Kombat</b>	
The klappa swarm receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> -	
<b>Str</b> 18 (+6)	<b>Dex</b> 15 (+4) <b>Wis</b> 9 (+1)
<b>Con</b> 17 (+5)	<b>Int</b> 3 (+2) <b>Cha</b> 6 (+0)

### KLAPPA SWARM TACTICS

Klappa swarms are shock troops. They move ahead of the pack, catching as many foes as possible with *Vise-Grip* to let their allies get into flanking position.

<b>Kroola Kannoneer</b>	<b>Level 5 Artillery</b>
Medium natural humanoid (reptile, aquatic)	XP 200
<b>Initiative</b> +6	<b>Senses</b> Perception +5
HP 52; <b>Bloodied</b> 26	
<b>Regeneration</b> 5 (while bloodied)	
AC 17; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 16	
Speed 6, swim 5	
⊕ <b>Cutlass</b> (standard; at-will) ♦ <b>Weapon</b> +10 vs. AC; 1d6 + 4 damage.	
⊗ <b>Hand-Cannon</b> (standard; at-will) ♦ <b>Weapon</b> Ranged 10/20; +9 vs. AC; 2d8 + 4 damage.	
← <b>Grapeshot</b> (standard; recharge [3] [3]) ♦ <b>Weapon</b> Close blast 3; +10 vs. Reflex; 3d6 + 4 damage.	
✱ <b>Look Out Below!</b> (standard; encounter) ♦ <b>Weapon</b> Range 10/20; The kroola kannoneer fires a mortar shot high into the air. Mark off a 3x3 square area as the target area for the attack. At the start of the Kroola Kannoneer's next turn, everyone in that area takes a +8 vs. Reflex attack that deals 3d8+4 damage and knocks the target prone.	
<b>Kroola Kombat</b>	
The kroola kannoneer can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic	
<b>Skills</b> Endurance +10, Intimidate +5	
<b>Str</b> 15 (+4)	<b>Dex</b> 18 (+6) <b>Wis</b> 13 (+3)
<b>Con</b> 19 (+6)	<b>Int</b> 13 (+3) <b>Cha</b> 11 (+2)
<b>Equipment</b> cutlass, hand-cannon	





### KROOLA KANNONEER TACTICS

The kroola kannoneer keeps to the back of the group, opening up with *Grapeshot* if threatened up close. If things get tough for the kannoneer's allies, he'll lob up a hail mary with *Look Out Below*, allowing his friends to scramble out of the way.

<b>Kroola Kutthroat</b>	<b>Level 5 Lurker</b>
Medium natural humanoid (reptile, aquatic)	XP 200
<b>Initiative</b> +9	<b>Senses</b> Perception +7
<b>HP</b> 53; <b>Bloodied</b> 26	
<b>Regeneration</b> 5 (while bloodied)	
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 17	
<b>Speed</b> 6, swim 5	
⚔ <b>Cutlass</b> (standard; at-will) ♦ <b>Weapon</b> +10 vs. AC; 2d8 + 4 damage.	
⚔ <b>Javelin</b> (standard; at-will) ♦ <b>Weapon</b> Ranged 5/10; +10 vs. AC; 1d6 + 4 damage.	
⚔ <b>Net</b> (minor; encounter) +8 vs. Reflex; the target is immobilized (save ends), and the kroola kutthroat may shift one square.	
<b>Foul Play</b> The kroola kutthroat deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.	
<b>Kroola Combat</b> The kroola kutthroat can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic	
<b>Skills</b> Endurance +14, Intimidate +7, Acrobatics +6	
<b>Str</b> 20 (+7)	<b>Dex</b> 16 (+5) <b>Wis</b> 13 (+3)
<b>Con</b> 21 (+7)	<b>Int</b> 12 (+3) <b>Cha</b> 9 (+1)
<b>Equipment</b> cutlass, javelins, net, leather armor	

### KROOLA KUTTHROAT TACTICS

Kroola kutthroats are devious. They hang back, throwing a javelin or two until they can get a flank. Once they strike, they strike hard, and when things get toughest, they use their *Net*, and either fire from a distance or use the opportunity to escape. A pair of kutthroats who manage to sneak up to flank an unsuspecting character can be devastating.

<b>Kroola Kapt'n</b>	<b>Level 5 Brute (Leader)</b>
Large natural humanoid (reptile, aquatic)	XP 200
<b>Initiative</b> +4	<b>Senses</b> Perception +4
<b>HP</b> 81; <b>Bloodied</b> 40	
<b>Regeneration</b> 5 (while bloodied)	
<b>AC</b> 16; <b>Fortitude</b> 20, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 6, swim 5	
⚔ <b>Morningstar</b> (standard; at-will) ♦ <b>Weapon</b> +8 vs. AC; 2d8 + 4 damage.	
⚔ <b>Kaptain's Orders!</b> (minor; encounter) Close burst 5; all allies in burst are immune to marking until the end of the Kroola Kapt'n's next turn.	
<b>Now My Turn</b> (immediate reaction, when targeted by the effects of forced movement; at-will) The Kroola Kapt'n may ignore up to two squares of forced movement.	
<b>Kroola Combat</b> The kroola kapt'n can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic	
<b>Skills</b> Endurance +9, Intimidate +5, Acrobatics +6	
<b>Str</b> 19 (+6)	<b>Dex</b> 15 (+4) <b>Wis</b> 13 (+3)
<b>Con</b> 21 (+7)	<b>Int</b> 12 (+3) <b>Cha</b> 7
<b>Equipment</b> morningstar	

### KROOLA KAPT'N TACTICS

The Kapt'n is an unstoppable hulk, wading into battle without being halted, and using *Kaptain's Orders* to push an assault further past enemy lines.

### KRUNCHA, THE PIRATE-KING KING

Kruncha is one of the baddest kroola Kapt'ns in his share of the seas. While relatively young, he made his way to fame quickly by being an especially harsh, cruel captain. He's unafraid of sacrificing a few souls to get what he needs, and he keeps a healthy balance of fear and respect among his crew (the scales tipping toward the latter, of course). His crew will *insist* that he be called by his proper name, as Kruncha is not merely one of the myriad pirate kings in the seas. He is in fact, the king of all the pirate kings.

<b>Kruncha the Pirate-King King</b> Level 7 Elite Soldier (Leader)		
Large natural humanoid (reptile, aquatic)		XP 600
Initiative +8	Senses Perception +7	
HP 168; Bloodied 84		
Regeneration 5 (while bloodied)		
AC 24; Fortitude 23, Reflex 19, Will 20		
Speed 6, swim 5		
⊕ <b>Cutlass</b> (standard; at-will) ♦ <b>Weapon</b> +14 vs. AC; 2d6 + 5 damage.		
← <b>Hop To It</b> (minor; recharge when bloodied) Close burst 5; all allies within burst may immediately shift 2 squares.		
<b>Missed Me</b> (immediate interrupt, when targeted by a ranged attack; at-will) Select an ally adjacent to Kruncha who is also within range of the attack. The ally is the new target of the attack.		
<b>Kroola Kombat</b> Kruncha can crawl his move speed, and does not grant combat advantage while prone. He also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.		
Alignment Unaligned	Languages Common, Draconic	
Skills Endurance +9, Intimidate +6		
Str 19 (+7)	Dex 16 (+6)	Wis 14 (+5)
Con 20 (+8)	Int 15 (+5)	Cha 10 (+3)
Equipment cutlass, scale armor		



## KRUNCHA'S TACTICS

Kruncha fights hard, always keeping a deckhand close by so he can sacrifice him with *Missed Me*. He knows when to strike, and while he prefers to leave the dirty work to his allies, he's unafraid of getting his hands wet.

<b>Kruncha's Regnant Tricorne</b>	Level 7
<i>An enormous hat that leaves no question as to who's in command of the situation.</i>	
Item Slot: Head	2,600 gp
<b>Property:</b> You gain a +2 item bonus to Diplomacy and Intimidate.	
<b>Power(Daily):</b> Free action. All enemies within burst 3 may make an immediate savings throw against fear effects with a bonus equal to your Charisma modifier.	

All kings have a crown, and for the Pirate-King King, it's *Kruncha's Regnant Tricorne*. If you plan on your players fighting Kruncha, you might consider working this item into their treasure parcels.

## KLUBBS, THE ENFORCER

Klubbs spent time as a bodyguard before decided that being a brigand is much more effective. Occasionally hiring out as a thug or smuggler, Klubbs runs with a small gang of tough, large kroola that stalk swamps and marshlands, raiding and robbing anyone whom they might find appetizing. He's especially tall in stature, and unfortunately short in temper, and is known to place bounties on enemies even in the midst of a battle to inspire fierceness and brutality in his men.

<b>Klubbs, the Enforcer</b> Level 6 Elite Brute (Leader)		
Large natural humanoid (reptile, aquatic)		XP 500
Initiative +6	Senses Perception +4	
HP 182; Bloodied 91		
Regeneration 5 (while bloodied)		
AC 19; Fortitude 23, Reflex 19, Will 16		
Saving Throws +2		
Speed 6, swim 5		
Action Points 1		
⊕ <b>Greatclub</b> (standard; at-will) ♦ <b>Weapon</b> +9 vs. AC; 2d8 + 4 damage.		
↓ <b>Now My Turn</b> (immediate reaction, when targeted by the effects of forced movement; at-will) Klubbs may ignore up to two squares of forced movement. Once the attack has been resolved, if the attacker is within melee reach, the attacker is pushed 1 square.		
➤ <b>Raise the Stakes</b> (minor; encounter) Range 10; Klubbs puts a bounty out on a particular enemy. All of Klubbs' allies gain a +2 attack bonus against this enemy until the end of the encounter.		
← <b>Kaptain's Orders!</b> (minor; recharges when first bloodied) Close burst 5; all allies in burst are immune to marking until the end of the Klubbs's next turn.		
<b>Kroola Kombat</b> Klubbs can crawl his move speed, and does not grant combat advantage while prone. He also receives a +5 bonus to stealth check while concealed by or in a square of water or swampy terrain.		
Alignment Unaligned	Languages Common, Draconic	
Skills Endurance +14, Intimidate +9		
Str 20 (+7)	Dex 16 (+5)	Wis 13 (+3)
Con 21 (+7)	Int 12 (+3)	Cha 7
Equipment greatclub		

## KLUBBS'S TACTICS

Klubbs is a straightforward heavy hitter. He opens the battle with *Raise the Stakes* and leads ahead of the charge. He doesn't let anyone get between him and his target, and will stop at nothing to beat his enemy into the ground relentlessly and without mercy.

### Enforcer's Weapon Level 8+ *This hazardous looking bludgeon exudes danger and authority.*

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

**Weapon:** Mace, Hammer

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus and the target is stunned (save ends)

**Power (Daily):** Free Action. Use this power when you hit with this weapon. Every enemy in burst 3 is marked by you until the end of your next turn.

A weapon carried by The Enforcer should only live up to his name. Klubbs carries a +2 Enforcer's Greatclub that you can include in treasure parcels for your character, or you can apply this template to any weapon the defender in your party might want.

## ENCOUNTER GROUPS

Kroola raiding parties are led by the strongest and toughest, and usually keep a group of Klappas handy. They aren't likely to accept other races into their raiding parties, as they generally pose a liability to the rest.

### Level 4 Encounter (925 XP)

- ◆ 3 kroola korsairs (level 4 skirmisher)
- ◆ 1 kroola kutthroats (level 5 lurker)
- ◆ 1 kroola kannoneer (level 5 artillery)

### Level 6 Encounter (1326 XP)

- ◆ 4 kroola deckhands (level 4 minion)
- ◆ 2 kroola korsairs (level 4 skirmisher)
- ◆ 1 klappa swarm (level 5 brute)
- ◆ 2 kroola kutthroats (level 5 lurker)
- ◆ 1 kroola kapt'n (level 5 brute)

### Level 7 Encounter (1425 XP)

- ◆ 3 kroola korsairs (level 4 skirmishers)
- ◆ 1 klappa swarm (level 5 brute)
- ◆ 1 kroola kutthroat (level 5 lurker)
- ◆ Klubbs, the Enforcer (level 6 elite brute)

### Level 9 Encounter (1989 XP)

- ◆ 6 kroola deckhands (level 4 minion)
- ◆ 3 kroola korsairs (level 4 skirmisher)
- ◆ 2 kroola kannoneers (level 5 artillery)
- ◆ 1 klappa swarm (level 5 brute)
- ◆ Kruncha, the Pirate-King King (level 7 elite soldier)

## KROOLA IN CAMPAIGNS

**Kroola Players:** Players will find that kroola are a deep, compelling, and interesting race to play in any sort of campaign. They're versatile, interesting, and viable for anyone thinking about playing a defender, ranger, or any kind of swashbuckler. They serve a large number of personalities and gaming styles, and can easily be a welcome, fun, and captivating addition to any party.

**Kroola NPCs:** A great way of introducing the kroola is as a classic in-town NPC. They make great underworld contacts, shopkeepers, or resident psychopaths. Kroola can end up on their own for a variety of reasons, and meeting one among the civilized races can be a great way to provide the opportunity to introduce the kroola whenever appropriate. Having a kroola friend in the local tavern can prove useful to players who are looking for support, a bodyguard, or the disposal of a body.

**Kroola Villains:** Kroola can play a wide variety of roles, from the evil overlord to the reoccurring thorn-in-the-side. It depends on the type of campaign you're running. A more nautical, sea-based campaign can easily feature a kroola pirate captain as the primary enemy. More conventional campaigns might demand them to take on a henchman sort of role. Characters like Klubbs make great brawler-type minions to crime lords, corrupt mayors of port cities, and such. Kroola are loyal, and for the right price will serve any master loyalty.

Giving a kroola villain the leading role can be both fun and versatile. A kapt'n can be a majestic and intimidating nemesis. One minute he might be a fierce and unrelenting foe, but if motivations align, he can be an ironic ally. Kroola have a sense of humor that extends to their enemies and personal politics.

## ADVENTURE HOOKS

**Letters of Marque:** Kroola raiders have plagued the coasts of the land owned by a very important duke. There are rumors that these raids have been sanctioned by a political rival, though the raids have left no one to testify. The Duke now is offering a reward to anyone able to

provide proof that the kroola pirates are under commission by another nation.

**Imposters:** The players have fallen captive to a kroola pirate crew! They'll release them on the condition that the players assist in a raid. They want the players to pose as friendly crew to get close enough to a merchant target for the kroola pirates to leap from below deck and strike. But when the players realize that the target is a trusted friend, they'll have to decide between loyalty and their lives.

**The Only Way:** The players are stranded after an awful shipwreck. The only civilization nearby? A kroola encampment, of course. The only way they can make it back to civilization is to make nice with the kroola. The kroola have things to get done, however, and could use the players help. The players will have to decide whether they're going to help the kroola satisfy their unsavory appetites in order to earn their assistance.

**Stolen Goods:** An important artifact was making it's way across the seas when it was struck by a kroola raid. It might have disappeared to the depths, but it's likely to have fallen into kroola hands. Like all kroola spoils, however, the items are believed to have made their way back to land. The players will have to track it down, visiting swamp grottos, trading posts, or even the The Floating Market.

## KROOLA SETTLEMENTS:

The following are examples you can use as plugs to help you flesh out the kroola in your campaign.

### LOCATIONS

**The Floating Market:** The Floating Market, like many kroola structures, is a mobile structure. Constructed of a large number of square rafts, travels along seas and rivers before finding a beach, shore, bank, or port to settle near. The rafts are then tied together and anchored for shop. People can shop via canoe or rowboat if they wish, but anyone hoping to steal or swindle won't make it away alive. Players can purchase all sorts of items here, including any goods found for under 50 gp in the Player's Handbook, as well as all sorts of random magic items that might be in stock.

**The Lucky Kaiman:** The Kaiman, as some call it, is a beautiful casino ship run by a nasty businessman named Rekkar. Rekkar is a devious kroola, who hopes to someday ensnare and overthrow the pirating industries of Kruncha the Pirate-King King. The floating casino has all

the amenities of a high-quality inn, with tons of games, gambling, high-end kroola catering, and all the fun there is to be had. The establishment itself is a spectacle to behold, and it's considered to be a luxury to stay a week or two on board as it makes a voyage along a particular lake or sea. It costs 15 gp per person to stay the night, or 50 to stay the week.

**The Finicky Swordfish:** The Finicky Swordfish is a weapons merchant that sells all sorts of exotic goods. It's run by a veteran swashbuckler who has retired from his pirating ways. He always has a good story to tell, and if you want into his shop, you're bound to hear it. Asking about any item will earn you an exotic tale of travel and daring-do. Players who shop there will find a large selection of weapons, but are also likely to find excellent magic rapiers and daggers.

**The Kennel:** The Kennel is where you can go to purchase a klappa for a pet. It's a rather seedy-run down sort of pet-stand run by a kroola named Bork the Bitten. Bork is fiercely loyal and protective of his klappa, and will take their side in any dispute with his famous mantra of "Oh, he's just playing!". A klappa pet costs around 50 gp for a runt, 120 gp for a well-trained battle-ready pet. They are hard to manage, but unlikely to turn on a master who treats them well.

### VILLAGERS

**The Green Smugglers:** A dynamic duo to be sure, the Green Smugglers are two very powerful forces of crime. They are comprised of Kakor and Theed, a kroola and goblin (respectively) with a healthy sense of humor and a mean tendency for backstabbing. Trusting no one but each other (and only marginally), these two will tell you that any job can be done for the right price. They're known to take a hefty cut of the goods, as well as out of anyone who doesn't pay on time.

**Old Torntail:** Torntail used to be a sailor, but is now too senile and degenerate to be any sort of use to anyone. He spends his days heckling people in town with his stories of grandeur. No one is sure whether these stories are based in any sort of reality, but nonetheless Old Torntail wishes constantly for the opportunity to return to the sea, claiming he knows where to find some treasure or exotic location. If his claims are true, those who take heed of Old Torntail might have quite a bit coming to them...

**Berta the Blind:** Berta is the matriarch of a kroola hamlet in a secluded swamp. She is fierce, protective of her women, and completely blind. While she runs the community well, and with an iron fist, her own children

are nothing to be proud of, and her blindness often leads her to mistake them for klappa. Berta keeps her village safe, though, and her blindness somehow does not impede combat prowess, and she's willing to take on anyone who'd threaten the safety of her village hand to hand if need be.

**Drekor the Dockmaster:** Drekor is an older kroola who no longer lives a life at sea. Instead, he works at the docks in a civilized port-city, where he is much appreciated by the residents for his savvy in the trade business. Drekor is very apathetic when it comes to anything but the safety of boats and business, and is likely to accept any kinds of bribe. He runs a well-locked office, where he keeps all sorts of maps, goods, plans, and charters.

