

# THE KROOLA: KOLDBLOODS AND KARNIVORES



Poison Ivy Press

# IVE

# CREDITS

## WRITING

JACK SMITH IV

## EDITING

MAX POLSKY  
NATASHA SCHNEIDER

## ART

RODRIGO MARTINS

## LAYOUT

MAX POLSKY

## SPECIAL THANKS

CECIL SOLOMON  
FOR TEXTURES

[HTTP://WWW.GMSAPPRENTICE.COM/](http://www.gmsapprentice.com/)

BOLT CUTTER DESIGN  
FOR FONTS

[HTTP://WWW.BOLTCUTTERDESIGN.NET/](http://www.boltcutterdesign.net/)

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt  
© 2008 Wizards of the Coast, Inc. All rights reserved.

## WE'RE BACK!

We've returned with a bit of free content, and we've brought the kroola with us! In case you missed it, we at Poison Ivy Press put out a supplement entitled *I've Races: The Kroola*, containing a new race of boisterous crocodilian pirates with which to populate your 4<sup>th</sup> Edition D&D campaigns. But no matter! Whether or not you have that supplement, you should be able to make use of this second dose of kroola extras.

First off, we've got a new epic destiny for kroola characters, the kryptid! We've got new kroola monster entries that range each end of heroic tier, including two new kroola personalities ready to drop right into your campaign!

We're really excited about offering this new material to you guys, and hope that you'll check out the *I've Races* supplement. *The Kroola* includes a complete ecology, the fully-playable race, feats, a paragon path, and sample NPCs, adventure hooks, and locations for including the kroola quickly and easily into your campaign. Either way, we hope that the kroola make great additions to your campaign. We have a blast using them in our games, and we wish the same for you!

## WHO ARE THE KROOLA?

Born in harsh swampland environments and raised aboard seafaring ships, the Kroola are a resilient piratical race that spend 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 earns the race a fearsome reputation.

Kroola resemble walking crocodiles, with scaly hides and long, toothy snouts. Kroola adventurers, whose cells have adapted to regenerate from the most grievous of wounds, run larger than most and so too can brawlers grow significantly larger than average with time and training. Their armored hides come in variety of shades, the most common being dark green or rust, but some Kroola can display brighter red or occasionally bluish scales.

Kroola also have a hyperactive genetic system of natural regeneration, allowing them the ability to heal naturally. They do so 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 as the rate at which they regenerate lost or damaged tissue begins to outpace the rate at which it is lost.

Kroola make great additions to any kind of adventure with seafaring or swashbuckling elements, or even for a one-shot encounter for a delve into a swamp. They've got a brutal sense of humor—one that involves a kind of violence that non-regenerative races find quite hard to stomach (or to survive!) Whether for humor or suspense, the kroola are a great way to throw in some action and excitement into any style or flavor of adventure.

## EPIC DESTINY

### KRYPTID

*"You take to the wild and become a beast of myth and legend, feared by all as a terror on the world..."*

**Prerequisite:** 21st level kroola; Strength 21 or Constitution 21

Once you were a roving adventurer, with your wits about you and your sensibilities intact. As a fierce kroola warrior, you fought alongside your allies bravely, bested many adversaries, and took your fair share of blows. But as is the nature of being a kroola, you've only become larger and fiercer as you've grown older and stronger. You'll try to hold on to your sanity, but it'll continue to slip away with every new skirmish. Eventually, your ferocity will dominate almost every sense and your animalistic nature will drive you down the path toward madness.

At first, you'll begin to grow larger. All kroola grow as their body takes more abuse, but after years of fighting, your natural regeneration has gotten out of hand. You've become massively tall, hulking over your allies with a body muscular beyond reason. You wear hundreds of scars, and might even have a missing eye, or a missing finger or two. You begin to suffer fits of rage during battle, only barely able to distinguish friend from foe. Eventually your transformation to a monster becomes complete, and with only a shred of dignity and awareness left, retreat from civilization becomes the only option.

## LAIR AND LEGACY

Most kroola don't know of the fate that befalls those unfortunate enough to live themselves into monstrosity. Most die in the normal course of kroola life, perishing in piratical raids, fights among themselves, or at worst, trying to escape from a prison cell. Occasionally a kroola kaptain or other hero will fade away into legend, never to be seen again. It's these individuals who've left the company of others that escape into the sad, solitary life of the kryptid.

All kryptids eventually settle down in one area or location. As the primal rage takes over, a kryptid's memory can become limited, and the familiarity of one area helps a kryptid stay grounded. In the typical kroola fashion, this will typically be a small body of water, bay, bog, swamp, or even something as large as a strait for more ravenous kryptids. This area will become a kryptid's hideaway and hunting ground. From here, a kryptid lives out his existence—sometimes for centuries—always staying carefully hidden so as not to attract too much attention to himself.

Most kryptids develop reputations of extreme horror or violence, regardless of whether or not they are deserving of them. They become objects of folk lore, urban legend, and hair-raising horror stories, described in myriad ways. Most kryptids eventually become looked



upon as creatures interested in only violence and hunger, but this is only true for some; oftentimes, the moral compass of a particularly honorable kroola hero will endure, and they continue to act as providers and protectors to small backwater cities or communities. For example, a particular legend might hold that the nearby bay is haunted by a magnificent beast that will drag whole ships into the sea, when in fact the ships are full of smugglers and slave traders. These kryptids live on tragically, defenders of the meek and poor, skulking in the depths.

## IMMORTALITY

You've always been trustworthy and reliable, defending your allies throughout the roughest encounters of their lives. Unfortunately, not everyone celebrates the heroes' victory, and not all histories show the complete picture.

**Mythology:** You've fought through endless, brutal skirmishes alongside your allies, and overcome some of the greatest struggles of your time. You and your companions are heroes of the land, your names ever on lips throughout history. Your own destiny, however, is not the same as your friends. They will be revered in their own ways, whether in song or scripture, whereas your legacy is that of the scorned.

As your allies complete their final quests, you'll support them in every way you can. As you descend into madness, however, you'll feel the lure of the wild pulling at you—a whisper in your ear, telling you that you can't resist. You'll stick by your friends loyally as they grow more powerful and revered. Eventually, the time will come for you to say your goodbyes, knowing that you must find your own way in nature and seclude yourself for the safety of those around you. As your name fades into obscurity, you retreat further into the depths.

You'll fondly remember your better times, but to the rest of the world you'll be remembered in nightmares, and in bedtime stories meant to scare children. The only ones to remember your old self will be the friends you kept while you were an adventurer, and it is in their memories where you'll live on as the great hero you once were.

## KRYPTID FEATURES

All Kryptids have the following class features:

**Vital Rampage (21st level):** When you use your second wind, you may shift 2 squares. Each enemy adjacent to you at any time during this movement takes 2[W] damage, and must make an immediate saving throw to avoid being knocked prone.

**Undying Vigor (24th level):** You become an indestructible beast, capable of taking hits and staving off death as long as possible. When you reach 0 hit points, you may continue fighting on as normal, are not dying and do not need to make death saving throws. You only perish as a result of damage if you reach your negative bloodied value, as per the normal rules for dying. Your



Kroola Regeneration power does not end when you are brought to 0 hit points, though the regeneration does not function while you are at negative hit points, as per the normal rules for regeneration.

**Impassable Hulk (30th level):** You become a paragon of your race, a great unstoppable beast. When you score a critical hit, you recover a healing surge. Once per day when you are dead, you can spend all of your remaining healing surges to come back to life at the beginning of your next turn at 0 hit points + 1d10 for each surge spent in this way. At the end of an encounter, if you are dead, you return to life 6 hours later as if you had taken an extended rest.

## KRYPTID POWER

### Inexorable Rage

Kryptid Utility 26

*A hard hit triggers the animal within, causing you to rear up and lash out, demonstrating the power of your brute strength.*

**Daily** ❖ **Martial**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy hits you with a melee attack

**Effect:** The enemy that hit you is knocked prone, and you regain the use of your second wind if you've used it already. Until the end of the encounter, you become Large-sized, your reach increases by 1, and your space increases to match your new size. Any creatures in the squares you come to occupy are pushed 1 square. If there is insufficient room for your space to increase, you still become Large, but are considered squeezing.

## THE KROOLA

Last time around, we gave you some mid-range epic tier kroola to put up against your players, whether it be a piratical raid or a backroads ambush. Now, we've added some lower level kroola, including a single klappa minion and the kroola krewman so that you can put together some lower level encounter encounters with which to kick off a campaign. In addition, we've added a whole slew of high-heroic tier kroola, including two new personalities, Kommidore Karnax and Srix, the Knife.

## KROOLA LORE

A character knows the following information with a successful Nature check:

**DC 15:** The Kroola are a swashbuckling race of pirates and brigands who raid and plunder more for sport than for sinister purposes. They make their home in swamps, and often take to the seas in stolen ships to loot and seize merchant vessels.

**DC 20:** Kroola regenerate rather quickly when suffering from mortal wounds. When attacking, they use their environment to their advantage and hide away in swampy terrain. They surround their enemies and push inward, and send small, doglike reptiles called klappa as shock troops to sow disarray before striking.

**Klappa** **Level 2 Minion**  
**Small natural beast (aquatic, reptile)** **XP 31**

**Initiative** +4 **Senses** Perception +8  
**HP** 1; a missed attack never damages a minion  
**AC** 16; **Fortitude** 15, **Reflex** 15, **Will** 12  
**Speed** 7, swim 7

⬇ **Bite** (standard; at-will)  
+6 vs. AC; 4 damage.

⬇ **Lunge** (standard; at-will)  
The klappa can shift three squares and make a bite attack.

**Kroola Kombat**  
The klappa can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.

**Alignment** Unaligned **Languages** —  
**Str** 17 (+4) **Dex** 16 (+4) **Wis** 10 (+1)  
**Con** 16 (+4) **Int** 4 (-2) **Cha** 5 (-2)

### KLAPPA TACTICS

Klappas act as sentries—or sometimes cannon-fodder—for kroola raids. They get ahead of their allies and *lunge* at the closest foe.

**Kroola Krewman** **Level 3 Skirmisher**  
**Medium natural humanoid (aquatic, reptile)** **XP 150**

**Initiative** +4 **Senses** Perception +4  
**HP** 50; **Bloodied** 25  
**Regeneration** 5 (while bloodied)  
**AC** 17; **Fortitude** 17, **Reflex** 15, **Will** 15  
**Speed** 6

⬇ **Cutlass** (standard; at-will) ❖ **Weapon**  
+8 vs. AC; 1d8+3 damage.

⬇ **You Take Him** (standard; at-will)  
+6 vs. Fortitude; the target is pushed one square. An ally within melee reach of the target can then make a melee basic attack as an immediate reaction with a +2 bonus to his attack roll.

**Kroola Kombat**  
The kroola krewman can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.

**Alignment** Unaligned **Languages** Common, Draconic  
**Skills** Intimidate +6, Acrobatics +10  
**Str** 17 (+4) **Dex** 13 (+2) **Wis** 14 (+3)  
**Con** 18 (+5) **Int** 11 (+1) **Cha** 10 (+1)

**Equipment** cutlass, rope

### KROOLA KREWMAN TACTICS

Krewmen are devious, and generally stick near larger creatures. They'll attempt to maneuver around enemies, and use *you take him* to hand off their targets to more powerful friends.

**Kroola Koldblood** **Level 7 Skirmisher**  
**Medium natural humanoid (aquatic, reptile)** **XP 300**

**Initiative** +10 **Senses** Perception +8  
**HP** 81; **Bloodied** 40  
**Regeneration** 5 (while bloodied)  
**AC** 21; **Fortitude** 19, **Reflex** 21, **Will** 19  
**Speed** 6

⬇ **Cutlass** (standard; at-will) ❖ **Weapon**  
+12 vs. AC; 1d8+5 damage.

⬇ **Whirling Blades** (standard; at-will)  
The kroola koldblood makes two cutlass attacks.

**Duck and Weave** (immediate reaction, when missed by an adjacent enemy; recharge ⓂⓂⓂ)

The kroola koldblood may shift two squares as long as it stays adjacent to the attacking creature, and makes two cutlass attacks at any points during this move.

**Kroola Kombat**  
The kroola koldblood can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.

**Alignment** Unaligned **Languages** Common, Draconic  
**Skills** Intimidate +6, Acrobatics +10  
**Str** 15 (+5) **Dex** 20 (+8) **Wis** 16 (+6)  
**Con** 17 (+6) **Int** 17 (+6) **Cha** 13 (+4)

**Equipment** leather armor, 2 cutlasses

### KROOLA KOLDBLOOD TACTICS

Koldbloods get right to the heart of enemy lines. They wade in and, when attacked, attempt to use *duck and weave* in order to flank the enemy.



**Kroola Komrade** **Level 8 Soldier****Medium natural humanoid (aquatic, reptile)** **XP 350****Initiative** +10 **Senses** Perception +8**HP** 91; **Bloodied** 45**Regeneration** 5 (while bloodied)**AC** 24; **Fortitude** 22, **Reflex** 21, **Will** 20**Speed** 6⊕ **Scimitar** (standard; at-will) ❖ **Weapon**  
+15 vs. AC; 1d10+5 damage.⊕ **Arcing Swing** (standard; recharge [3]) ❖ **Weapon**  
Close burst 1; +13 vs. Reflex; 1d10+5 damage.**Unbalancing Attack**

The kroola komrade's opportunity attacks also knock the target prone on a hit.

**Kroola Kombat**

The kroola komrade can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.

**Alignment** Unaligned **Languages** Common, Draconic**Skills** Intimidate +9, Endurance +13**Str** 20 (+9) **Dex** 18 (+8) **Wis** 17 (+7)**Con** 19 (+8) **Int** 15 (+6) **Cha** 11 (+4)**Equipment** scale mail, scimitar**KROOLA KOMRADE TACTICS**Kroola komrades hold the kroola lines, and defend lurkers and controllers. They hold to a central position, and use *arcing swing* if surrounded.**Kroola Karnivore** **Level 9 Brute****Large natural humanoid (aquatic, reptile)** **XP 400****Initiative** +8 **Senses** Perception +7**HP** 122; **Bloodied** 61; see also *feral anger***Regeneration** 5 (while bloodied)**AC** 21; **Fortitude** 23, **Reflex** 22, **Will** 21**Speed** 6⊕ **Claw** (standard; at-will)  
+12 vs. AC; 2d8+5 damage and make a secondary attack. *Secondary Attack*: +10 vs. Reflex; the target is grabbed (until escape).⊕ **Hurtle** (minor; at-will)

Grabbed target only; The kroola karnivore throws his enemies backward into the fray. The target is pushed 1d6+1 squares.

⊕ **Cheap Shot** (immediate reaction, when an adjacent enemy is reduced to 0 hp; at-will)

+10 vs. Fortitude; the enemy makes an immediate death saving throw.

⊕ **Feral Anger** (free, when first bloodied; encounter)The kroola karnivore makes a single claw attack against each adjacent enemy, immediately using *hurtle* on any grabbed creatures.**Kroola Kombat**

The kroola karnivore can crawl its move speed, and does not grant combat advantage while prone. It also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.

**Alignment** Unaligned **Languages** Common, Draconic**Skills** Intimidate +10, Endurance +15**Str** 21 (+9) **Dex** 19 (+8) **Wis** 17 (+7)**Con** 22 (+10) **Int** 13 (+5) **Cha** 12 (+5)**Equipment** hide armor**KROOLA KARNIVORE TACTICS**A karnivore attacks indiscriminately, choosing the closest targets, grabbing them with a *claw*, then throwing them away and finding a new target.

# THE KLAPPA

The klappa are a dog-like race with close ties to the kroola, both genetically and culturally. They serve as pets and attack hounds to kroola raiding parties. The kroola are an excellent choice for in-the-fray rangers, and what better companion for a kroola ranger than a trusty klappa? More information on the klappa can be found in the *Ive Races* supplement.

# KOMMODORE KARNAX

Karnax was never leadership material. Mistaken for a klappa at birth, he quickly grew to unnatural size and showed a propensity for violent outbursts of carnivorous hunger. As all kroola do, Karnax demands respect from his peers for his size and strength, and was early on given the title of “Kommodore”. In reality, the title was given only to placate Karnax’s incredible temper; this means nothing to the rest of his krew, and he’s generally kept locked away until he’s needed for a difficult raid. He’s very gullible, and is easily fooled (e.g. “This isn’t a cage, it’s your kaptain’s quarters!”), If he learns he’s been tricked, however—though he seldom does—his rage is a fearsome sight.

Kommodore Karnax		Level 11 Elite Brute
Large natural humanoid (aquatic, reptile)		XP 1200
<b>Initiative</b> +9	<b>Senses</b> Perception +8	
<b>HP</b> 280; <b>Bloodied</b> 140; see also <i>feral anger</i>		
<b>Regeneration</b> 5 (while bloodied)		
<b>AC</b> 21; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 21		
<b>Saving Throws</b> +2		
<b>Speed</b> 6		
<b>Action Points</b> 1		
⬇ <b>Claw</b> (standard; at-will)		
+13 vs. AC; 3d6+5 damage; see also <i>karnivorous hunger</i> .		
⬇ <b>Thrashing Claws</b> (standard; at-will)		
Karnax makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).		
⬇ <b>Hurtle</b> (minor; at-will)		
Grabbed target only; The kroola karnivore throws his enemies backward into the fray. The target is pushed 1d6+1 squares.		
⬇ <b>Feral Anger</b> (free, when first bloodied; encounter)		
Karnax makes a thrashing claws attack against each adjacent enemy, immediately using <i>hurtle</i> on any grabbed creatures.		
<b>Karnivorous Hunger</b>		
If Karnax does not start his turn adjacent to an enemy, he must attempt to charge the closest eligible target. While Karnax is bloodied, anyone hit by his claw attack takes 5 ongoing damage.		
<b>Kroola Kombat</b>		
Karnax can crawl his move speed, and does not grant combat advantage while prone. He also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Draconic	
<b>Skills</b> Intimidate +10, Endurance +15		
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9)	<b>Wis</b> 17 (+8)
<b>Con</b> 20 (+10)	<b>Int</b> 9 (+4)	<b>Cha</b> 10 (+5)

## KOMMODORE KARNAX’S TACTICS

Kommodore Karnax is brutal, and prefers to take his rage out on one victim at a time. If they prove too hard to overcome, he’ll throw them away with *hurtle* and start on someone new.

# SRIX, THE KNIFE

Srix is heartily disliked by most other kroola for being shifty, dangerous, untrustworthy, and absolutely no fun. He’s a paranoid schemer with an penchant for killing. Srix was shunned as a young kroola for scorning typical kroola things, such as drinking and the sea, though he learned to apply what he had learned about piracy to other criminal pursuits. He’s as much a lover of mean pranks as any of his kin, although he is substantially more meticulous in the lethal games he plays. He prefers to work in urban areas, moving from place to place and taking on jobs as a back-alley contract killer.

Srix, the Knife		Level 10 Elite Lurker
Medium natural humanoid (aquatic, reptile)		XP 1000
<b>Initiative</b> +15	<b>Senses</b> Perception +13	
<b>HP</b> 162; <b>Bloodied</b> 81		
<b>Regeneration</b> 5 (while bloodied)		
<b>AC</b> 24; <b>Fortitude</b> 20, <b>Reflex</b> 26, <b>Will</b> 24		
<b>Saving Throws</b> +2		
<b>Speed</b> 7		
<b>Action Points</b> 1		
⬇ <b>Dagger</b> (standard; at-will) ❖ <b>Weapon</b>		
+15 vs. AC; 2d6+5 damage.		
⬇ <b>Take Hostage</b> (standard; at-will)		
+13 vs. Reflex; The target is grabbed (until escape). If the target tries to use an escape action, Srix can use <i>last resort</i> as an immediate interrupt.		
⬇ <b>Last Resort</b> (immediate interrupt; see <i>take hostage</i> )		
+13 vs. Fortitude; 3d8+5 damage, and the target is dazed if they succeed in their escape action (save ends).		
<b>Combat Advantage</b> ❖ <b>Poison</b>		
Srix’s melee attacks deal an extra 2d6 damage and ongoing 5 poison damage (save ends) against any target he has combat advantage against.		
<b>Kroola Kombat</b>		
Srix can crawl his move speed, and does not grant combat advantage while prone. He also receives a +5 bonus to stealth checks while concealed by or in a square of water or swampy terrain.		
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Draconic
<b>Skills</b> Stealth +15, Thievery +13		
<b>Str</b> 17 (+8)	<b>Dex</b> 22 (+11)	<b>Wis</b> 17 (+8)
<b>Con</b> 15 (+7)	<b>Int</b> 20 (+10)	<b>Cha</b> 18 (+9)
<b>Equipment</b> hooded cloak, dagger		

## SRIX’S TACTICS

Srix prefers to skulk in the shadows until the opportunity arises to strike. He’ll attempt to close on the softest target, and open up with a *take hostage* attack.



## 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 2 Encounter (XP 698)

- ◆ 3 kroola krewmen (level 3 skirmisher)
- ◆ 8 klappa hunting hounds (level 2 minion)

### Level 8 Encounter (XP 1600)

- ◆ 1 kroola kapt'n (level 5 brute)\*
- ◆ 2 kroola koldbloods (level 7 skirmisher)
- ◆ 1 kroola kannoneer (level 5 artillery)\*
- ◆ 6 kroola krewmen (level 3 skirmisher)

### Level 9 Encounter (XP 1975)

- ◆ 5 kroola korsairs (level 4 skirmisher)\*
- ◆ 2 kroola kutthroats (level 5 lurker)\*
- ◆ 1 kroola koldblood (level 7 skirmisher)
- ◆ 1 kroola karnivore (level 9 brute)

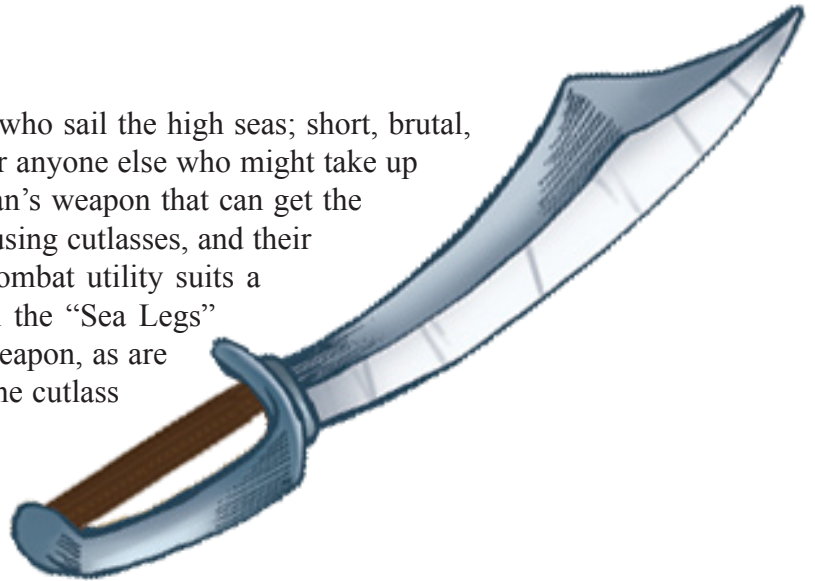
### Level 10 Encounter (XP 2450)

- ◆ 3 kroola komrades (level 8 soldier)
- ◆ 1 kroola karnivore (level 9 brute)
- ◆ Srix, the Knife (level 10 elite lurker)

*\*from "I've Races: The Kroola"*

## THE CUTLASS

The cutlass is a fine weapon of choice for those who sail the high seas; short, brutal, and easy to use. For your kroola characters, or for anyone else who might take up arms, we've brought you the cutlass: an everyman's weapon that can get the job done! Kroola are particularly accustomed to using cutlasses, and their quick, brutal efficiency, combined with out-of-combat utility suits a krew's needs quite well! Kroola characters with the "Sea Legs" feat are particularly deadly while wielding this weapon, as are non-kroola who have practiced how best to use the cutlass against their foes, both on and off the docks.



## SIMPLE MELEE WEAPONS

*One-Handed*

Weapon	Prof.	Damage	Price	Weight	Group	Properties
Cutlass <sup>1</sup>	+2	1d8	5 gp	6 lb.	Heavy blade	Versatile

<sup>1</sup> Feat-specific proficiency with the Cutlass adds +1 to the proficiency bonus and makes it a high crit weapon.

*For use with the 4th Edition*

# DUNGEONS DRAGONS ROLEPLAYING GAME

Requires the use of the *D&D Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* core rulebooks, available from Wizards of the Coast, Inc.





# TOKENS

Lastly, in case you wanted to run some Kroola encounters, we've got tokens here for you! Just print out this page on card stock, or alternatively, print them out on white paper, and then throw them down on an index card and cut around the edge of the token! A large sized klappas have been included for use as a swarm, as well as images for Klubbs and Kruncha for those who have *I've Races: The Kroola*. Enjoy!

