



LPJ9694

# MONSTERS OF NEOXODUS: KROCA

## DESCRIPTION

The creature before you at first appears to be some sort of twisted animal, a massive crocodilian biped whose leering toothy jaws slaver at eye level. However, the manufactured armor girding the beast's body and the club grasped in its clawed hand indicate sinister intelligence lurking in its brute frame...

The original soldiers of the First Ones, the kroca sobeka are massive humanoid reptiles. A twisted hybrid of man and reptile created by the magic of their ancient

masters, the kroca related to the a common

appear kobura, sharing language and culture and often cooperating on the battlefield.

Most kroca are brutish thugs, fighting in loosely organized bands and killing other humanoids for food. They seem to have a special fondness for human flesh

## WRITTEN BY JOSHUA COLE

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and require a great deal to sate their seemingly endless hunger.

However, the more powerful and cunning First Ones once marshaled the kroca into an army of disciplined soldiers, and might do so again. The kroca respect strength and willingly serve any creature capable of exceeding them in power and bloodlust.

## KROCA SOBEKA - CRI

**CE Medium Monstrous Humanoid (Reptilian, First One)**

**Init:** +0 Senses Darkvision 60 ft.; Listen +0, Spot +0.

**Languages:** Sobeka, Exodite.

**AC:** 18, touch 10, flat-footed 18 (+3 *natural*, +4 *armor*, +1 *shield*)

**HP:** 10 (1 HD)

**Saves:** Fort +2, Ref +2, Will +2

**Weakness:** Cold Vulnerability

**Speed:** 20 ft. (4 squares), Swim 20 ft.

**Melee:** Mace +3 (2d6+2)

**Melee:** Bite +3 (1d8+2)

**Melee:** Mace +3 (2d6+2) and bite -2 (1d8+1)

**Space:** 5 ft; Reach 5 ft.

**Base Attack/Grapple:** +1 / +7.

**Abilities:** Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 9

**Special Qualities:** Hold breath, powerful build, ravenous.

**Feats:** Toughness.

**Skills:** Survival +2, Swim +7\*.

**Possessions:** Mace, chain shirt and light wooden shield.

**Cold Vulnerability (Ex):** A kroca takes an extra 50% damage from Cold.

**Hold Breath (Su):** A kroca can hold his breath for up to 8 minutes without suffering ill effects.

**Powerful Build (Ex):** The physical stature of kroca lets them function in many ways as if they were one size category larger.

Whenever a kroca is subject to a size modifier or special size modifier for an opposed check (*such as during grapple checks, bull rush attempts, and trip attempts*), the kroca is treated as one size larger if doing so is advantageous to him.

A kroca is also considered to be one size larger when determining whether a creature's special attacks based

on size (*such as improved grab or swallow whole*) can affect him. A kroca can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.

**Ravenous (Ex):** A kroca requires double the normal amount of food and water to sustain itself each day. If he does not consume adequate sustenance for more than 24 hours, he suffers 1d4 points of Con damage that day and each day thereafter. The damage heals normally, but continues to accrue until the kroca can eat and drink his fill.

**Skills:** A kroca has a +8 racial bonus on Swim checks to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or threatened. He can use the run action while swimming, provided he swims in a straight line.

## COMBAT

On their own, kroca fight without subtlety. They are not stupid, they simply see little point in complex tactics when their massive bodies and snapping jaws serve so well on the front lines. They charge into melee at the first opportunity and remain there until they or their foes lie dead.

Under the direction of a more cautious commander, kroca will fight and maneuver with surprising expertise, ranking up or dispersing as ordered and drawing foes into ambushes with feints and sneak attacks by their kobura brethren.

## KROCA SOBEKA CHARACTERS

Kroca advance by character class, with a strong preference for the martial classes. Few kroca gain levels in a class other than warrior, fighter or barbarian; those who do are usually rangers. Kroca are both unsuited to magic and forbidden to train in it; when the First Ones require magical support for their armies, they look to the Khaynites.

A kroca's favored class is barbarian. Because more powerful First Ones appoint the kroca leadership, however, most are fighters.

# KROCA PARAGON - CR4

## Male Kroca Sobeka Paragon 3

**CE Large Monstrous Humanoid (Reptilian, First One)**

Init: +1 Senses Darkvision 60 ft.; Listen +2, Spot +1.

**Languages:** Sobeka, Exodite.

**AC:** 19, touch 10, flat-footed 18 (-1 Size, +1 Dex, +3 natural, +4 armor, +2 shield)

**HP:** 34 (4 HD)

**Saves:** Fort +7, Ref +4, Will +4

**Weakness:** Cold Vulnerability.

**Speed:** 20 ft. (4 squares), Swim 30 ft.

**Melee:** Bastard sword +11 (2d8+7/19-20)

**Melee:** Bite +10 (1d8+7)

**Melee:** Reach Longspear +11 (2d6+10/x3)

**Melee:** Bastard sword +11 (2d8+7/19-20) and bite +5 (1d8+3)

**Ranged:** Javelin +5 (1d8+7)

**Space:** 10 ft; Reach 10 ft. (20 ft. with longspear)

**Base Attack/Grapple:** +4; Grp +15.

**Attack Options:** Wield bastard sword two-handed (+3 damage, -2 AC), Power Attack up to +4/-4 (+8/-4 two-handed).

**Abilities:** Str 24, Dex 12, Con 18, Int 10, Wis 13, Cha 6

**Special Qualities:** Hold breath, ravenous.

**Feats:** Exotic Weapon Proficiency (bastard sword), Power Attack.

**Skills:** Listen +2, Survival +4, Swim +18\*.

**Possessions:** Masterwork bastard sword, masterwork longspear, 20 javelins, masterwork chain shirt and masterwork heavy wooden shield.

**Cold Vulnerability (Ex):** A Kroca Paragon takes an extra 50% damage from Cold.

**Hold Breath (Su):** A Kroca Paragon can hold its breath for up to 8 minutes without suffering ill effects.

**Ravenous (Ex):** A kroca requires double the normal amount of food and water to sustain itself each day. If it does not consume adequate sustenance for more than 24 hours, it suffers 1d4 points of Con damage that day and each day thereafter. The damage heals normally, but continues to accrue until the kroca can eat and drink its fill.

**Skills:** A Kroca Paragon has a +12 racial bonus on Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or threatened. It can use the

run action while swimming, provided it swims in a straight line.

Even compared to the typical hulking kroca, this creature appears gigantic. Easily ten feet tall and sporting a toothy maw wide enough to swallow a human toso, it is a kroca among kroca.

Kroca Paragons are the largest, toughest, strongest soldiers the First Ones have. Like other sobeka, Kroca Paragons are bred to obey; even if they realize they can snap their masters like twigs, they do not do so - usually. The First Ones consider the benefits of these massive slave-soldiers more than worth the danger: if even a single squad of Kroca Paragons assails a position, it is as good as taken.

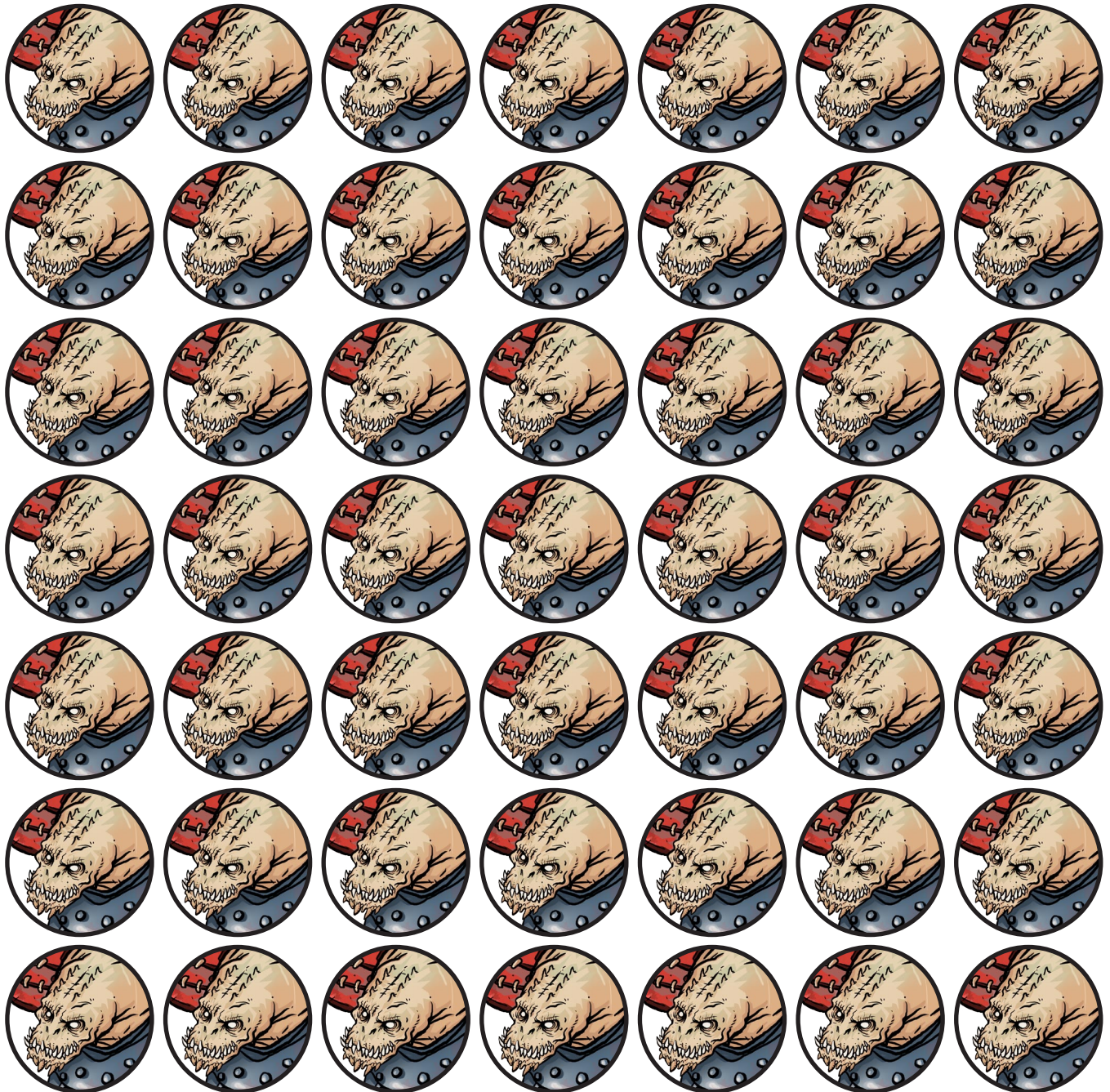
## COMBAT

Even more than their lesser kin, Kroca Paragons dominate amphibious warfare. They can easily pull the strongest humanoids under the water and hold them there, drowning them or crushing them outright, and even the greatest athletes cannot match the swimming power of a Kroca Paragon.

On land, Kroca Paragons lose much of their mobility - but little of their power. Armed with better equipment and training than ordinary sobeka, they serve as the unbreakable core to kroca units or, ranked up with others like themselves, of entire First One armies.

*Written by Joshua Cole*

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