



KROHLVAR

Type: Monstrous Humanoid

Pronounced: (KROHL-vahr)

Singular/Adjectival: Krohlvar/Krohlvari

Plural: Krohlvars

Frequency: 4 – Uncommon

Frilf's Notes:

"Krohlvars, it is said, are nasty and brutish creatures, similar to orcs in their savagery. They are geographically isolated, thank Ashorn, to the continent of Manjuro, but they do seem quite prevalent in that area of the world, according to the reports of the settlers. I've never personally seen one myself, but my cousin in Yali has and I believe her on such issues."

Background:

There is little information about the krohlvars, as the race was unknown to humans and the other common races of the world until recently. However, those who have attempted to establish permanent settlements in or near their lands have witnessed the terrible destructive power of this primal race, though few have lived to tell the tale.

Personality:

Brusque and simple, krohlvars are a race of people with a strong territorial sense. They believe that the land belongs to those strong enough to take it and that, ultimately, the stronger races will dominate the weaker ones throughout the entire world – that is, the entire world as they understand it.

Most krohlvars unknowingly adhere to the brutal principle of "might makes right", and their entire society is structured to reflect this ideal. They may not consciously be aware of this fact, but it holds true nevertheless.

Krohlvars know nothing of etiquette, manners, protocol, or other such "trivial" concerns that hamper the weaker races' ability to rise to supremacy. To their primitive minds, such "fancy talk" only leads to indecision, stagnation, and, ultimately, domination by another, more decisive race.

Krohlvari society is organized into various tribes of differing strength.

Within these tribes, the individual's place is determined by a hierarchy of might – that is, the strongest lead and the weakest follow. The lowest-ranking members of this order perform the most menial, boring, or degrading tasks available. Since physical might is the only prerequisite, males and females alike are accepted as leaders.

Physical Description:

Krohlvars stand 6½ to 7 feet tall, although they usually seem several inches shorter due to their hunched postures. The average weight for males and females is 250 to 300 pounds. Krohlvars can

live to be over 70 years old if they are not slain in battle during their youth.

Krohlvars are hulking, powerful humanoids with warthog-like heads, legs, and skin coloration. Their hands are similar in shape to a human's, but their fingers are tipped with sharp claws and the backs of their hands and fingers are coated in a thick, coarse fur. Their legs feature two "knees" below the hip joint, with the first (upper) bending the same direction as a human's knee and the second (lower) bending the



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opposite direction, like a warthog's hind legs. Krohlvari legs end in sharp black hooves.

Krohlvari heads are very similar to a warthog's, with two razor-sharp tusks jutting upward from their powerful jaws. Their eyes are a dull-brown color and widely-spaced. Males and females both feature small "beards" of coarse black hair that grow from the chin and upper neck. The same type of coarse hair grows along the top of the head to the middle of the back. Their faces, like the rest of their body, are covered in hard, dark calluses.

Female krohlvars reach child-bearing age at 15 years and remain fertile for another 20 years. Children are raised by their tribe, rather than their parents. They are considered adults at age 15, when they must face the trials of strength to find their place within the tribe.

Diet:

Standard, plus raw meats.

Relations:

Knowledge of the existence of the krohlvars is too new to have any significant historical data of their interactions with other races. However, from the few encounters on record, the krohlvars seem to be quite hostile to any who impinge on their territory or their path of expansion.

Alignment:

Most krohlvars are chaotic neutral. They are wild, untamed, and generally unpredictable and very little deviation from this alignment is found among them. Their faulty decision-making skills and limited intelligence are simply not conducive to a more orderly lifestyle. As for good and evil, the krohlvars are relatively unconcerned with such matters.

Lands:

The extent of the krohlvari lands is not yet known. It is believed that they control a very large geographical area, although a close-knit empire or other organized political structure is unlikely. The only known sightings and interactions with this race have been on the continent of Manjuro, in the southern hemisphere of Evernor.

Religion:

Krohlvars are animistic and superstitious and, as such, do not have any sort of formal religion. They revere certain forces of nature and geographical locations as sacred or profane and pray to their ancestors on a daily basis for strength and guidance.

Language:

Krohlvars speak their own language of guttural grunts and crude hand gestures. Those with an Intelligence of 11 or above also speak a basic form of Common (learned from some of their prisoners).

Names:

Krohlvari names are short and feral. Very few have names that would be discernible to those who did not speak their language. Loose transliterations of male and female names are below.

Male: Grug, Krahd, Mruf, Orl, Sool, Thrag, Urf, Zood

Female: Fru'pl, Jee, Kraa, Maol, Shoom, Treb, Umra, Vaa

Adventurers:

Fiercely territorial, krohlvars are always seeking to expand their borders in their quest to dominate and subjugate weaker races. Thus, they would make good adventurers as members of one of the non-lawful fighting classes (barbarian, fighter, or ranger) or as a priest or shaman. Krohlvars have little use for (or understanding of) arcane magicks, so very few of their kind become wizards. Occasionally, krohlvars with latent magical talents (sorcerers) will be born within the krohlvari tribes, but these individuals are usually social outcasts and their magical abilities are typically limited.

In the Realms of Evernor:

Reports from Manjuro indicated that the City-State of Yali was recently attacked by a horde of krohlvari warriors. The conflict resulted in massive damage to the city's walls and many casualties among the town's guards.

At first, the attackers were mistaken for gnolls, but it became clear that no relation exists between the two types of creatures. The krohlvars were swift, efficient, and thoroughly brutal in their assault. Then, they disappeared back into the thick forest whence they came. Yali is currently recruiting mercenary troops and

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training a volunteer defense force in anticipation of another siege.

Role Play Tips:

- Krohlvvars are simple and straight-forward.
- Krohlvvars prefer action to words.
- Gold and other treasures have little value to them in their society, unless it can help them exert more force over others.
- Krohlvvars are generally suspicious of arcane magic, but are willing to use it (or allow it to be used on them) if a clear benefit can be shown.

Adventure Seeds

- PCs are in a remote border town when a horde of krohlvari barbarians attacks. The party must act quickly to save the settlers and the town from utter destruction.
- Krohlvvars are used as prison and treasury guards in a wealthy duke's palace. The PCs encounter them while visiting.
- The party is exploring in the wilderness and comes across a krohlvari village.

RACIAL TRAITS

- +2 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom, -2 Charisma. Krohlvvars are strong and durable, but possess limited cognitive ability, generally poor decision-making skills, and have an appearance that most consider unappealing.
- Medium-size: As medium-sized creatures, krohlvvars have no special bonuses or penalties due to their size.
- A krohlvar's base speed is 30 feet.
- Natural Armor: Krohlvvars have a natural armor bonus of +2 to their Armor Class due to their thick and calloused hide.
- Natural Weapons: Krohlvvars can attack their opponents with their long, razor-sharp tusks (secondary, 1d6+Half Str Mod) when engaged

in close melee combat or grappling. Normal penalties for using a secondary weapon apply.

- Low-light vision: Krohlvvars can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 to all Will saves versus fear and fear effects.
- +2 racial bonus to Intimidate and Wilderness Lore checks.
- -2 racial penalty to Sense Move and Bluff checks.
- Dominating Presence: Krohlvvars base their Intimidate checks off their Strength rather than their Charisma.
- Scent: Krohlvvars may take the Scent ability as a feat at first level only.
- Automatic languages: Common, Krohlvar. Bonus languages: Giant, Gnoll, Goblin, Orc.
- Favored class: Barbarian. A krohlvar's barbarian class levels do not count when determining whether he or she suffers an XP penalty for multiclassing.
- Level adjustment: +1. Krohlvvars are a powerful race and gain levels more slowly than the races in Core Rulebook I.

NEW FEATS

Extended Rage [General]

Creatures with this feat are able to prolong their rage for a greater period of time.

Prerequisites: Base Attack Bonus +4, Feats: Endurance, Special: Must be able to rage.

Benefit: Rage lasts for a number of rounds equal to 6 + the character's (newly improved) Constitution modifier. Fatigue applies normally when the character's rage ends.

Normal: Rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. Fatigue applies normally when the character's rage ends.

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Heightened Rage [General]

Creatures with this feat are much stronger and more durable during a period of rage.

Prerequisites: Base Attack Bonus +8, Feats: Endurance, Extended Rage

Benefit: The character's gains an additional bonus of +2 to his or her Strength and Constitution scores while raging. This additional Strength and Constitution stacks with the +4 granted by the rage special ability, for a total of +6 to both ability scores.

Normal: Rage grants a maximum bonus to Strength and Constitution of +4.

Special: This feat may only be taken once.

Stats: Str 18 (+4), Dex 14 (+2), Con 17 (+3), Int 12 (+1), Wis 10 (+0), Cha 9 (-1)

Languages: Common, Krohlvari

Skills: Climb - 4 (+8), Intimidate - 4 (+10), Intuit Direction - 4 (+4), Swim - 4 (+8)*, Wilderness Lore - 4 (+6)

Feats: Iron Will

Barbarian Abilities: Fast movement, rage 1x/day

Krohlvar Abilities: Natural weapons, natural armor, low-light vision, dominating presence, scent

* Swim modifier does not include adjustments for weight carried

A PRIME EXAMPLE

Frul'l

Female Krohlvar

Krohlvar 1/Barbarian 1 [CR 2]

HD: 1d12+3 (15 hp)

Init: +2

Spd: 40 ft.

AC: 18 (+2 Dex, +2 natural, +4 chain shirt)

Attack: +5 Melee or +3 Ranged

Saves: Fort +5, Ref +2, Will +2

AL: Chaotic Neutral

Background

Frul'l is one of the many female barbarians in the Broken Tusk tribe. She frequently assists hunting and raiding parties and has recently engaged in her first full-fledged combat: a siege on a nearby city of settlers. Although her war band was dispersed and the attack was largely unsuccessful, Frul'l has grown personally from the experience.

Besides the mundane routines of everyday life, Frul'l spends a significant portion of her domestic time honing her axe-wielding skills by engaging in a number of mock combats with other young krohlvars of the tribe. She is confident that, with enough practice, she can become one of the best fighters among the Broken Tusks. ❧



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