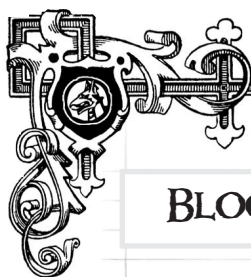


The kr'awn are a race of horrible beings resembling a patchwork of humanoid and salamander, with a slimy hide, webbed hands and feet, and gills. Kr'awn vary greatly in appearance, but all are twisted and deformed. Some have extra limbs, others glow in the dark, and still others have backwards heads.

The dark Order of Modakva originally bred these creatures for sacrifice by corrupting an aquatic race via alchemy and vile necromantic rituals. The kr'awn eventually united under the more specialized, powerful kr'awn, and overthrew their masters. A few enclaves of kr'awn remain, and the secrets of breeding and controlling them still lie waiting in the decrepit ruins of the Modakva.

The kr'awn live in isolated communities well out of sight of humanoids. The kr'awn build crude structures for protection or use natural caves near their breeding pits. Only the king or queen has private quarters, where it holds court and develops its powers. Kr'awn live mostly by hunting and fishing, though they also cannibalize their sick and old, and occasionally raid lizardfolk and troglodytes. Kr'awn communities are centered around their breeders. An established colony will have three or four of these giant, bloated monstrosities. They are effectively defenseless, but if attacked they emit a psychic distress call that alerts every kr'awn within ten miles.

In addition to the breeders, a kr'awn community usually consists of at least a hundred blood kr'awn, about a dozen howlers, and a handful of scryers. A single royal kr'awn rules the community, though some might have younger "apprentices" preparing to establish their own colonies. Kr'awn practice no religion and worship no gods, though lesser kr'awn



KR'AWN

BLOOD KR'AWN

	Small Aberration (Aquatic)
Hit Dice:	2d8+2 (11 hp)
Initiative:	+0
Speed:	20 ft., swim 20 ft.
AC:	14 (+1 size, +3 natural)
Attacks:	2 claws +2 melee
Damage:	Claws 1d3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft., Harvest Kr'awn Vulnerability, Kr'awn Traits
Saves:	Fort +1, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 12, Int 6, Wis 12, Cha 8
Skills:	Hide +8, Listen +3, Move Silently +4, Spot +3, Swim +0 (+8 to avoid hazards)
Climate/Terrain:	Temperate or warm marsh or underground
Organization:	Solitary, pack (2–4), brood (3–4 howlers, plus 4–24 blood kr'awn), or colony (100 blood, 3–4 breeders, 10–12 howlers, 3–6 scryers, 1 royal)
Challenge Rating:	1
Treasure:	None
Alignment:	Usually neutral
Advancement:	3–6 HD (Medium-size)



KR'AWN TRAITS

Despite their deformities, kr'awn can move with ferocious speed and strength. Unless controlled by a master, lesser kr'awn will attack anything that infringes on their territory. More-intelligent kr'awn try to lure opponents into the water, where they have the advantage.

Shocking Appearance (Ex): The first time a humanoid sees a given type of kr'awn, he must make a Will save (DC 14) or be shaken with horror for one round; shaken characters suffer a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

Amphibious (Ex): All kr'awn are able to breathe and operate in water and on land. If kept out of water for a day or longer, kr'awn take a –2 circumstance penalty to all rolls.

Fearless (Ex): Kr'awn were bred with few survival instincts. They are immune to magical and mundane fear effects, and readily attack creatures far more powerful than themselves. Scrying kr'awn have no immunity to fear effects.

Susceptible to Enchantments (Ex): Kr'awn are easily controlled by magic. They automatically fail any save to resist a mind-influencing magical or psionic effect. If the

kr'awn is currently controlled by one enchantment when another is cast, the kr'awn's current controller may make a Will save on the kr'awn's behalf. Royal kr'awn have no special susceptibility to enchantments.

Deformities (Ex): No two kr'awn look alike. Roll on the table at right for typical kr'awn deformities; blood kr'awn roll twice.

BLOOD KR'AWN

Kr'awn speak a crude form of Aquan, and most can understand Common.

Aberration: Aberrations have Darkvision with a range of 60 feet.

Harvest Kr'awn Vulnerability (Ex): A blood kr'awn targeted by a *harvest kr'awn* spell (see page 180) is automatically killed, leaving a desiccated husk. If the kr'awn is currently controlled by someone else's enchantment magic, its master may make a Will save to negate on its behalf.

Kr'awn Traits: Kr'awn all have Shocking Appearance, Amphibious, Fearless, Susceptible to Enchantments, and Deformities.

Skills: Kr'awn receive a +8 racial Swim bonus to avoid hazards. Blood kr'awn have a





KR'AWN MUTATION TABLE

d20	MUTATION	EFFECT
1–8	No mutation	
9–10	Backward head or limbs	No game effect
11	Tiny mouth	No bite attack
12	Missing forearms	No claw attacks
13	Phosphorescent skin	–2 racial penalty to Hide checks
14	Scrawny	–1 Hit Die, –2 Strength score
15	Powerful legs	Increase base speed by 10 ft., and gain +10 racial bonus to Jump checks
16	Spider eyes	All-Around Vision gives +4 racial bonus to Spot and Search checks, and they can't be flanked
17	Gaping maw	Gain bite attack for 1d4 damage, or increase bite damage by one die
18	Extra arms	Two extra claw attacks
19	Acid blood	An attacker that wounds a kr'awn for normal damage must make Reflex save (DC 14) or take 1d6 acid damage
20	Horrible stench	Non-kr'awn must make a single Fortitude save (DC 14) or be nauseated for as long as they remain within 30 feet.



consider their king or queen to be a veritable god-thing. The royal kr'awn and the sryers pilfered many of the artifacts and writings from the Order of Modakva. Since royal kr'awn were not bred with the short life spans of their lessers, it is possible that the same royals have been alive — and studying magic — since the original kr'awn revolt.

BLOOD KR'AWN

Blood kr'awn are the most common and base of these creatures, bred to fuel their masters' magic. They are weak combatants, but fearless and much tougher than their small frames would suggest. A blood kr'awn is about the size of a large child, with bulbous eyes and a small, toothy maw. It scurries about on all fours, squealing loudly and slashing with its claws when agitated.

ADVENTURE SEED

♣ An evil wizard is searching high and low for the lost secrets of the Order of Modakva. The PCs encounter the villain's henchmen in various dungeons, and eventually discover his plan to breed blood kr'awn for power. But the PCs also find clues leading to a community of free kr'awn — possible allies in their fight against this growing evil.