



Artwork by JJ.Art

CROKIANS

On first glance these creatures appear to be vague reptilian monsters, said to stalk the murky waters of deep swamps and lagoons. But Crokians are true beastmen. Found all across Altland, they are elusive folk that dwell within the wetlands along the northern coast of the Inner Sea. Driven from their homeland, they are forever seeking refuge from an ever encroaching civilization.

Common Crokians have massive jaws studded with sharp teeth; their powerful bite can easily break bones and shells alike. As for their stature, most are hard muscled, and covered by a scaly hide tougher than any formidable shield. The pikes protruding from a Crokian's shoulders indicate their social standing; allowing others to identify individuals of leadership at a glance.

Crokians are tribal hunters, referring to live in communities that have adapted to life in swamps and marches. They create modest villages as havens for their kin in the furthest reaches of their marshland homes. Hunters and warriors patrol their home territories for food, threats, or, if the opportunity presents itself, both.

Scorned Beastfolk. The Crokian wetlands once covered a significant part of Altland, but as humanity's civilization expanded, the marshes were destroyed and cultivated to make room for agriculture. The Crokian tribes were gradually driven deeper into their swamps where they believed humanity would not venture. However, the advancement did not stop, and when the Crokians reached their breaking point and defended their lands, magic and steel decisively defeated them. Worse yet, in turn, the Crokians were portrayed as aggressors and labeled hostile savages, leading to an even more forceful pushback. It's no surprise that the events that followed have left the Crokian tribes with a profound cultural animosity towards humanity and their civilization. Any intruders into their swamps who display the uniforms and banners of neighboring cities are met with distrust at best and open hostility at worst.

Diverse Shapes. Crokians are vastly dissimilar to the beastfolk more commonly found in Altland. While Crokians generally appear with features similar to those of crocodiles or alligators, entire tribes were encountered with strikingly different appearances that were nonetheless unified by a shared culture and identity. Stout Crokians with tortoise-like shells on their backs and slender Crokians bearing whiskers and smooth skin are but a few examples of documented Crokian variants. The secret to this wide range of physical appearances lies within the Crokian's most remarkable ability: assimilation.

Unbound Monsters: Crokians

CROKIAN HUNTER

Digest and Assimilate. Although Crokians can survive for extended periods without eating, eventually the hunger will become too much to bear. Crokians have an insatiable appetite that compels them to seek out more food than they actually require. However, the more they consume, the more powerful they become. Crokians will adopt the characteristics of any animal they eat, from the smallest slug to the largest bear. Typically, the variety of food they consume does not cause them to undergo drastic transformations; however, there were instances where a Crokian tribe was limited in their prey and began to resemble the creatures they ate.

This ability extends beyond just characteristics of the body. Memories are also assimilated, expanding the Crokian's knowledge of the lands that surround them. Some desperate Crokians, as a result of their ongoing feud with civilization, have been driven to eat the flesh of humans and elves, giving them an innate understanding of their language and tools. This ability is not commonly known or documented among the 'civilized' folk, either due to ignorance or disdain for the Crokian.

Crokian tribes' ever-vigilant hunters are a common sight in and around their dwindling homelands. From a young age, these individuals have been participating in the essential task of providing food and security for their tribes. They are not only skilled at navigating the wilderness and stalking prey, but also fully understand their role as providers for their tribes. They take their duty seriously and carry it out with integrity. As a result of this mantra, Crokian hunters have an unrivaled success rate on their hunts and are regarded as formidable foes in their swamps.

In return, hunters are respected individuals within the tribes and are thanked for their service by being allowed to eat first to ensure that they receive the morsel of their choice to imbue them with greater power, so future hunting successes are guaranteed.

CROKIAN

Medium Humanoid (Crokian)

Armor Class 18 (natural armor & shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (0)	14 (+2)	8 (-1)	11 (0)	8 (-1)

Proficiency +2

Skills Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Crokian

Challenge 1 (200 XP)

Hold Breath. The crokian can hold its breath for 15 minutes.

Clenching Jaw. The crokian can grapple creatures using its jaw.

ACTIONS

Multiattack. The crokian makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Handaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10+2) piercing damage and the creature is grappled, escape DC 12. Until the grapple ends, the crokian can't make bite attacks against other creatures.

CROKIAN HUNTER

Medium Humanoid (Crokian)

Armor Class 16 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Perception +3, Stealth +3, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Crokian

Challenge 2 (450 XP)

Hold Breath. The crokian can hold its breath for 15 minutes.

Clenching Jaw. The crokian can grapple creatures using its jaw.

ACTIONS

Multiattack. The crokian makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+3) slashing damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8+3) piercing damage if used with both hands.

Spear (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage and the creature is grappled, escape DC 13. Until the grapple ends, the crokian can't make bite attacks against other creatures.



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THUNDERSCALE

When a Crokian tribe succeeds in killing a particularly potent elemental or monster, they eagerly consume the creature to attain its power. Every time a formidable enemy like this is vanquished, it ushers in a new generation of strong warriors, a cause for great celebration. The treasured meat and the power it bestows are reserved for the most trusted and capable members of the tribe.

The Thunderscale is a striking demonstration of the Crokian's ability to assimilate their prey. After consuming a mighty storm elemental or a lightning-infused beast, these individuals manifest sharp spikes growing from their backs, each made of a unique elemental substance that is able to store lightning. As their name implies, the Thunderscales are capable of unleashing a devastating electrical surge that can decimate both prey and the enemies of their kin.

CROKIAN THUNDERSCALE

Medium humanoid (Crokian)

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (0)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Perception +3, Survival +3

Resistances lightning

Senses darkvision 60 ft., passive Perception 13

Languages Crokian

Challenge 4 (1,100 XP)

Hold Breath. The crokian can hold its breath for 15 minutes.

Clenching Jaw. The crokian can grapple creatures using its jaw.

Galvanized Scales. When a creature touches the Crokian Thunderscale or hits it with a melee attack while within 5 feet of it, it takes 10 (3d6) lightning damage. Once this attack triggers, it can't trigger again until the beginning of the Crokian Thunderscale's next turn.

Lightning Weapons. When the Crokian Thunderscale hits with a melee weapon, it deals an extra 3 (1d6) lightning damage (included in the attack).

ACTIONS

Multiattack. The Crokian Thunderscale makes two melee weapon attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage plus 3 (1d6) lightning damage and the creature is grappled, escape DC 13. Until the grapple ends, the crokian can't make bite attacks against other creatures.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage plus 3 (1d6) lightning damage.

Lightning Release. Each creature within 5 ft. of the Crokian Thunderscale must make a DC 13 Dexterity saving throw, on a failed save a creature takes 14 (4d6) lightning damage. A creature that grapples the Crokian Thunderscale or is grappled by it makes the saving throw with disadvantage.

SWAMP SEER

True to their beastfolk nature, the Crokians too bear a close connection to the land and the primordial weave that binds all living things. Those who take on the role of druid or shaman within a tribe often partake in the ritualistic consumption of poisonous frogs, slugs, and fish to gain a heightened state of awareness. They take these substances in the hopes of tapping deep into the primordial weave and gaining prophetic insights into the land's will.

Whether or not this method is effective, there is no denying the deep bond that the Crokian tribes' seers have with the land itself. At their will, the ground moves and changes, forming trapping quagmires. Wherever the Crokian seers go, their swamp follows.

CROKIAN SWAMP SEER

Medium humanoid (Crokian)

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 44)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (0)	18 (+4)	10 (0)	17 (+3)	8 (-1)

Proficiency +3

Skills Nature +6, Perception +6, Survival +6

Resistances poison

Senses tremorsense 20 ft., darkvision 60 ft., passive Perception 16

Languages Crokian

Challenge 5 (1,800 XP)

Hold Breath. The crokian can hold its breath for 15 minutes.

Clenching Jaw. The crokian can grapple creatures using its jaw.

ACTIONS

Multiattack. The Crokian Swamp Seer makes two melee weapon attacks, one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage and the creature is grappled, escape DC 14. Until the grapple ends, the crokian can't make bite attacks against other creatures.

Staff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Tongue. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* The creature must succeed a DC 15 Constitution saving throw or is poisoned until the end of the Crokian Swamp Seer's next turn. A poisoned creature's speed is halved and it can't use reactions.

Conjure Fen. The Crokian Swamp Seer call's forth a primordial swamp in a 10 ft. radius centered on a point within 30 ft. of the seer. Any natural earth in this area is turned to swamp and becomes difficult terrain. This area remains for 1 minute or until the seer uses this action again.

Raging Swamps (Recharge 5-6). Each creature in the area created by the Crokian Swamp Seer's **Conjure Fen** action must make a DC 14 Strength saving throw. On a failed save a creature takes 27 (6d8) magical bludgeoning damage and falls prone. On a successful save a creature takes half as much damage and does not fall prone.

At the beginning of the Crokian Swamp Seer's next turn each creature in the area repeats the saving throw, taking 18 (4d8) bludgeoning damage on a failed save and half as much on a successful one.

Spellcasting. The Crokian Swamp Seer casts one of the following spells, using its Wisdom as the spellcasting ability (Spell save DC 14) requiring no material components:

At Will: *Druidcraft, Gust, Mold Earth, Shape Water*

1/day: *Beast Sense, Detect Magic, Lesser Restoration, Locate Creature, Speak with Animals, Speak with Plants*



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CROKIAN MONARCH

Crokians grow throughout their lives, provided they have steady access to nourishment to support their growth. Most individuals will sooner or later reach a limit in their growth due to restricted access to food. The Crokians know of this fact and go to great lengths to ensure that the protectors of their tribe are always well fed so they can grow in strength. But there exists a position within each tribe that has the privilege of feasting even before the hunters and warriors of the tribe: the monarch.

Sooner or later, one individual within a Crokian tribe will take charge and assume the mantle of leader. This position comes with responsibility and unrelenting difficulties. Those Crokians who overcome these challenges prove themselves to be dependable leaders and powerful protectors of their tribe will earn their people's undying loyalty. In return, they

earn the prime cut of every successful hunt and feast on the remains of their defeated enemies. All with the purpose of further empowering their one cherished leader, ensuring continued capable leadership.

The leaders of their tribes tower over the other Crokians, growing twice as large as a regular of their kind. Their shoulder spikes developed to an impressive size, only adding to their intimidating frame. Despite their brutish appearance, their leaders are intelligent and eloquent. Having had the privilege of consuming the meat of invaders, one can expect them to have assimilated the ability to speak the language of their enemies as well as a deep understanding of their cultures. This gives their leaders a deep understanding of the enemy that besieges them and their lands from all sides.

CROKIAN KING

Large Humanoid (Crokian)

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	19 (+4)	12 (+1)	14 (+2)	13 (+1)

Proficiency +3

Skills Intimidation +4, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Crokian, Common, and one additional language

Challenge 8 (3,900 XP)

Hold Breath. The crokian can hold its breath for 15 minutes.

Clenching Jaw. The crokian can grapple creatures using its jaw.

Inspiring Presence. Any other crokian that starts its turn within 30 ft. of the Crokian King and sees it, gains 5 temporary hit points. As long as a crokian has these temporary hit points, it has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The crokian makes two attacks, only one of which can be a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage and the creature is grappled, escape DC 15. Until the grapple ends, the crokian can't make bite attacks against other creatures.

Spiteful Moniker. The title Monarch is widely used to refer to the head of a Crokian tribe, but it is neither the original nor universal title for this position. The Crokians have adopted this name as an act of spite since they are well aware of their enemies' past. By adopting this moniker, the Crokian Monarchs set themselves squarely against the humans who fought a brutal war to overthrow their old kings and queens.

Disarming Eloquence. Crokians are generally hostile toward invaders, but when they surrender, they are willing to treat them as prisoners. These captives are then presented to their tribe's Monarch. People unfamiliar with the Crokian will expect to meet a hulking beast, and indeed, they will meet a towering creature adorned with many gruesome trophies of past kills, but instead of guttural and garbled speech, the Monarch will address them with sophisticated speech in their own tongue. However, the Monarch will not waste time with pleasantries, instead condemning their actions in a way they understand and passing judgment on them. The prisoners will then realize how the Monarch learned to speak their language and what punishment awaits them for their transgression—being devoured.

Unbound Monsters: Crokians

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Bone Cleaver. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) slashing damage.

BONUS ACTION

King's Gambit (1/short rest). Up to 3 allied crokians within 30 ft. of the Crokian King that can hear it use a reaction to move up to their speed without provoking opportunity attacks. When a crokian uses its reaction this way, it has advantage on the next attack roll it makes before the end of its next turn.

LEGENDARY ACTIONS

The Crokian King can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Crokian King regains spent legendary actions at the start of its turn.

Move. The Crokian King moves up to half of its speed.

Crushing Jaw. A creature grappled by the Crokian King's bite must succeed a DC 16 Strength saving throw, or take 7 (2d6) bludgeoning damage.

Cleaver (2 Actions). The Crokian King attacks with its Bone Cleaver.

Relentless Bite (2 Actions). The Crokian King makes a bite attack against a creature that escaped the king's grapple since the end of the king's last turn. Before or after the attack the Crokian can move up to half of its speed without provoking opportunity attacks.

OPTIONAL TRAIT: ASSIMILATE

To reflect the Crokian's signature ability in your game, use this optional trait:

Assimilate. When the Crokian consumes at least 1 pound of a creature's flesh, the Crokian can choose the following the next time it finishes a long rest:

- The Crokian gains proficiency in a saving throw the creature is proficient in.
- The Crokian becomes proficient in up to 2 skills the creature is proficient in.
- The Crokian becomes proficient in a weapon or tool the creature is proficient in.
- The Crokian gains access to the creature's recent memories, allowing it glimpses of creature's experiences within the past week. If the Crokian consumes the entirety of the creature's body, the Crokian gains the entirety of the creature's memories. The memories do not transfer proficiencies of any kind.

The Crokian retains this bonus until it uses this trait again. At the DMs discretion, the Crokian can make this bonus become permanent if it regularly consumes the flesh of the same creature (or creature type) over an extended period of time and chooses the same bonus.

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