

## GRAALAK SURVIVOR

**Graalak Survivor** **Level 24 Brute**  
Small Natural Humanoid (graalak)

**Initiative:** +19 **Perception** +19  
**HP** 250; **Bloodied** 125  
**AC** 36; **Fortitude** 37; **Reflex** 36; **Will** 36  
**Speed** 5, jump 5

### Traits

#### Brimming With Life

Whenever a Graalak takes ongoing damage, it then ends.

### Standard Actions

#### ⊕ **Tiny Tearing Fist** ✦ **At-Will**

*Attack:* Melee Basic 1 (one creature) +29 vs. AC  
*Hit:* 4d12+4 damage, and ongoing 15 damage (save ends).  
*Effect:* The target is pushed 1, or slides one if the Graalak is in the same square as them.

#### ⊕ **Get it Offa Me!** ✦ **At-Will**

*Effect:* The Graalak jump 5 into the targets square.  
*Attack:* Melee 1 (one medium or larger creature) +27 vs Fortitude  
*Hit:* 4d12+4 damage, and the Graalak grabs the target and stays in their square. If the target moves due to forced movement, the Graalak moves with them. When the target escapes the grab, the target can slide the graalak 5 squares, even through occupied square, and knock the graalak prone.  
*Miss:* The target can slide the graalak 5 squares, even through occupied square, and knocks the graalak prone.

#### ⊕ **Heft and Hurl** ✦ **Recharge** ⏏

*Attack:* Melee 1 (one creature) +27 vs Reflex  
*Hit:* The the target slides 5, even through occupied squares, to a square occupied by an ally of the target. Both creatures take 2d12+6 damage and one of them slides to the nearest unoccupied square and is knocked prone.

### Move Actions

#### **Animus Unbound** ✦ **Recharge** ⏏

*Trigger:* The Graalak dies.  
*Effect:* Each Graalak in the encounter gains an equal share of 60 temporary hit points. If there are no other living Graalak in the battle, Each non-minion ally gains 10 temporary hit points.

**Skills** Acrobatics +22, Endurance +25, Heal + 24, Athletics +26  
**Str** 28(+21); **Dex** 24(+19); **Wis** 24(+19)  
**Con** 26(+20); **Int** 22(+18); **Cha** 20(+17)

**Alignment** Chaotic Evil **Languages** Graalak

The Graalak is a small but phenomenally powerful being that brims with strength and vitality despite it's slight frame. It uses it's strength in battle to pummel and beat it's foes into submission, often hurling them through the air, or leaping onto them and striking them repeatedly, knocking them back with every thunderous impact. Their strikes are so powerful that they can dent armor, crack bone and tear flesh, although they prefer to batter their foes and send them sprawling. When one finally falls, the others seem empowered by their passing as streams of life energy bloom from their corpse.

The creature is a small, grey skinned humanoid with features which are grotesque by the standard of more civilized humanoids. It has large but flat teeth in a prominent jaw, and distinctive ears which wrap partway back around it's skull. Oddly, figures like this are featured in ancient heroic artwork from the region, being slain in their hundreds by mythic heroes, but even the heroes of myth would be hard-pressed in battle with the Graalak. Despite this, it would seem that the formidable yet distant modern foe is the same diminutive race which were once a ubiquitous threat, slaughtered in their thousands by adventurers in times long ago, in a region who's civilization is now long lost.

Long ago, the Graalak were a nomadic people who's migrations and camps often ran up against the dwellings of more civilized humanoids. In time, conflict bloomed between the Graalak and the other peoples of the land, who saw their raids and migrations as intolerable, and saw little worth in the small, vicious creatures that seemed to breed more quickly than they could be slain. Generations of adventurers and heroes had their first victories against Graalak tribes, which often dwelt in cave systems and other forbidding terrain. Yet, the histories of that region, in that time, are incomplete- as is often the case when a great kingdom has fallen. What became of the Graalak, and the heroes who slew them- is hard to say.

## Lore

History or Nature DC 24: All the info in the intro.

Religion or History DC 29: The origin's of the Graalak's power, and hints on how the Graalak threat might be ended- perhaps even peacefully.

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® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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THAT'LL TEACH THOSE BASTARDS TO  
CLEAN OUT MY DUNGEONS!!!

## TACTICS

In battle, Graalak revel in their physical power, and seem to have no fear of death. They spring easily from place to place, but are quite at home taking on their foes toe-to-toe, or even nose to nose. They grapple with their foes and hurl them about, sometimes being hurled about in return by their larger enemies, and even in death their energies enrich their allies, particularly other of their race Graalak.

Graalaks fight well in conjunction with a controller, since a soldier is unlikely to keep up with the pace and movement of the battle. Skirmishers make a fragile but effective partner in battle, particularly if they are Graalaks themselves. They could, in theory, take advantage of a 'warren' situation with tunnels and locations suitable for creatures of small size, but they're just as likely to bring such a structure down on the heads of their foes.

## Encounters

Graalak's normally dwell in the ancient ruins of a long-fallen civilization in a distant land. They may reign over these ruins, or battle endlessly with other powerful creatures that dwell in them. They rarely have trouble finding food or shelter, and do not fear death by violence- since in death, their life force passes to the rest of their race, empowering it further. As a result they would appear content. Yet, the tragedy of their origins urges them on even now, and they are quick to form bands to attack interlopers in the ruins, or even ally with a creature of another type.

Oddly, the Graalak refuse to work with any of the so-called 'civilized' races- humans, elves, dwarves, and such, and in fact, attack such creatures on sight. But other humanoids, and more alien creatures can buy their service in exchange for the promise of carnage, and the rare goods which the Graalak value- such as rare narcotics powerful enough to effect them, despite their phenomenal metabolisms. Beyond these simple desires is the ancient pact of fealty they owe to the followers of a dark and forgotten god, but even the Graalak's doubt that sect has survived to the modern day.

## The Curse of the Graalak

The Graalak were once a ubiquitous foe of heroes in the region, who often had their first quests driving off Graalak raiding parties, or clearing them out of caves or ruins. The Graalak for their part, were hardly innocent victims of this- their culture of raiding and looting made them natural foes for the civilized races.

For an age, the Graalaks were the hapless lesser players of the dramas of tyrants and villains- recruited into the armies of dark lords and wizard-kings, only to be driven back into the darker places, returning to their raiding and feuding in the times between the great wars. But after a particularly vicious war, it was decided that the Graalak could no longer be tolerated.

The great kings of the day resolved to eradicate the Graalak, erasing them utterly from the world. At first, the process was difficult- in the aftermath of a great war, their lands were weak. Yet in time, a new breed of heroes rose, making bounties on the deaths of the creatures, but only finding fortune from the proven extermination of a whole settlement.

Yet this slaughter was doom those who wrought it. A dark god appeared to the Graalak, with an offer. If the race would join together in a vast ritual, and swear fealty to the sinister deity, the magic would ensure that they would not be destroyed by their foes. The Graalak committed the ritual, surviving it's rigors, and taking to their defences with renewed hope.

Their defenses failed. The Graalak believed the dark deity had betrayed them, but as more and more lairs fell, the nature of the ritual became clear. Each time a Graalak died, particularly in battle, those around it them felt themselves renewed, feeling stronger, more resilient. As the death toll climbed, the strength and resilience of the survivors climbed with it.

The Graalak were almost exterminated, but those that remained had the power of their entire race within them. They swept across the armies which hunted them like a storm. Whole cities were ripped to pieces, their people fleeing from the invincible foes to far-off lands. The remaining Graalak took up residence in the ruins of their foes, forevermore a cautionary tale on the hubris of heroes and kings.

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