



## Mollock (Pronounced *Moe-lock*)

Large sized Outsider

HP:

**Hit Dice:** 4d8+16 (34hp)

**Initiative:** +1 (Dex)

**Speed:** 30 ft;

**AC:** 17; (-1 size, +1 Dex, +7 Natural)

**Attacks:** Slam +9 **melee**, or +4 **ranged**;

**Damage:** Slam 1d8+6 or by weapon

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** None

**Special Qualities:** SR: 14, Resistances, immunities

**Saves:** Fort +8, Ref +5, Will +3;

**Abilities:** Str 22 (+6), Dex 12 (+1), Con 19 (+4),

Int 13 (+1), Wis 9 (-1), Cha 6 (-2);

**Skills:** Demolitions +2, Disable Device +3, Freefall +2, Hide +4, Intimidate +5\*, Listen +2, Move Silently +4, Spot +2, Use Device +3;

**Feats:** Power Attack, Point Blank Shot, Technical Proficiency;



**Climate/Terrain:** Any land

**Organization:** Solitary or Cadre (5-20), Legion (40-100)

**Challenge Rating:** 3

**Treasure:** Standard

**Alignment:** Always Lawful Evil

**Advancement:** By Character Class

Mollock (Pronounced *Moe-lock*) are a race of very tough resistant beings from another Dimension, one in which they have conquered almost every other race they have encountered. As a species they live to fight and conquer, they believe they are racially and genetically superior to all other species, and in truth they are hardier, more determined and stronger than most, which only serves to enforce their beliefs. Their homeworld is called "Kopak", and is a marshy world or harsh climates and weather conditions, filled with many natural predators, as such the Mollock have learned the hard way that every day is a struggle to survive, and in survival they excel, they are hardy, relentless, and ruthless.

The mollock can speak their own language, which is a series of bass growling sounds and whines, they can also speak common and infernal. All Mollock have Darkvision 60 feet.

Mollock are hugely muscular humanoid beings around 9 feet tall, with tough muscle corded bodies and powerful limbs. Their skin tone is primarily one which goes from Red through purple to blue, and often the extremities of a Mollock will be one extreme or the other. They have powerful legs that end in three clawed feet. The Mollock have smallish heads with strong bony ridges under the skin, their eyes are small and golden and quite close together, they have no apparent mouths just a series of filter like membranes. The Mollock eat through a small hidden mouth amongst the membranes on their face, this small sharp toothed mouth is vertical and is designed to rip food.

The Mollock lead a life of strict rules, and a Racial Code, which is known as *Zebress* (which means the "defining" in their language), this code dictates how a Mollock should behave in almost every facet of their life, and any Mollock who breaks the word of the *Zebress* if discovered is almost certainly killed by his fellow Mollock. The Mollock are split into warrior clans all of a specific bloodline, these clans

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each hold certain territories based on their size and influence. They are always looking for more land and vying for greater position, thus they are ever at war with any they meet, uninterested in peace with these insignificant lesser species, seeing them merely as an obstacle to be overcome so they may increase their position in Mollock society. The Mollock being from another dimension has been somewhat of a saving grace so far, as to date they have made only one attempt to invade into our reality to date, and this was foiled eons ago by a race of long since vanished Ancients, who were almost entirely destroyed by the Mollock invading, finally the aliens managed to develop a Bioseed implant, which turned their warriors into almost an equal physical match for the Mollock, and were finally able to turn them back, forcing them back into their own dimension once more. The identity and whereabouts of these Ancients remains unknown, but the Mollock have not returned since, beyond the odd raiding party. It is rumoured that the Mollock have already begun massing once more for another invasion into our Dimension.

### Combat:

The Mollock are merciless in combat, able to shrug off Damage, which would kill lesser species outright. They are brutal, strong, determined and totally Alien.

**Spell Resistance (Ex):** The Mollock are naturally resistant to Magic of all kinds, to such an extent that they gain Spell Resistance 10+ HD (or Class level as appropriate).

**Immunities (Ex):** The Mollock are immune to all Gases because of their Physiology, and Mind influencing spells and effects, because of their intensely alien mindsets.

**Resistances (Ex):** The Mollock have a natural resistance to Fire, Cold and Acid 5, from their toughened flesh and naturally impervious natures.

**Skills:** It receives a +4 racial bonus to Intimidate checks, due to their size, presence, reputation and general ability to terrify their opponents.

### Mollock Characters:

The Mollock may be played as player characters.

#### Mollock Racial Traits:

**+6 STR, +2 CON, -4 CHA, -2 WIS** As all Mollock are Physically powerful, but very alien and driven by their beliefs.

**Large size:** As large sized creatures the Mollock receive a -1 penalty to AC/Attacks and a -4 penalty to Move silently and Hide due to their size..

**Mollock base speed is:** 30 feet

**+4 Racial bonus to:** Intimidate

**Darkvision:** Mollock can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Mollock can function just fine with no light at all.

**Bonus FEAT:** Power Attack, all Mollock are capable of immense physical blows, attacking with great power.

**Spell Resistance(Ex):** All Mollock have a natural resistance to all magical effects as such they have an innate spell Resistance of 10 + Class level.

**Resistances (Ex):** All Mollock are extremely resistant to Fire, Cold and Acid having Resistance 5 against them.

**Immunity (Ex):** All Mollock are immune to gases, as they are filtered naturally by the Mollocks facial membranes.

**Natural Armor (Ex):** Mollock have extremely tough and resilient hides, providing them a +7 natural armor class bonus.

**Automatic languages:** Mollock, Infernal and Common

**Favoured Class:** Fighter

**Effective Character level:** +3

| Race    | Adulthood | Variant | Middle Age | Old       | Venerable | Max Age    |
|---------|-----------|---------|------------|-----------|-----------|------------|
| Mollock | 50 years  | +1d20   | 125 years  | 233 years | 350 years | +1d% years |

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