

# KOPRU

**Source:** 3e *Monster Manual II*.

A kopru is a strange creature resembling no other known thing. It combines the features of several familiar creatures into one monstrous form. Its body is vaguely eel-like, but ends in three long, flexible, barbed flukes. Its torso is nearly human in appearance, and it has two arms that end in webbed claws. It has no neck; instead, like a fish, its head grows directly from its trunk. It has huge, unblinking, fish-like eyes. Its mouth is surrounded by four small tentacles- an oddity that has led to some speculation that the koprus are distantly related to illithids.

**A Fallen Civilization:** Long ago, the koprus had a large, mysterious undersea civilization. For reasons unknown to surface scholars, their society grew more degenerate over time, falling into decline. Now the only traces of it are undersea ruins and a few scattered outposts.

**Degenerate Gods:** The kopru have temples and places of worship to mysterious, strange, and sometimes even aberrant deities. Some venerate aboleths, serving as minions in the slime lords' Byzantine schemes. Others follow demon princes, especially Dagon or Demogorgon, or the fallen archdevil Scylla. Still others worship even stranger, long-forbidden entities whose very form can drive lesser beings mad. Rare indeed is the group of kopru who do not worship some kind of depraved, foul being, emulating its worst traits amongst themselves.

## Kopru Scout

Medium aberrant magical beast (aquatic)

**HP** 1; a missed attack never damages a minion

**AC** 22; **Fortitude** 19; **Reflex** 20; **Will** 20

**Speed** 3, swim 8

## Level 8 Minion Skirmisher

XP 70

**Initiative** +9

**Perception** +5

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 8 damage.

### (melee) Fluke Strike \* At Will

*Attack:* Melee 2 (one creature); +13 vs. AC.

*Hit:* 8 damage.

*Effect:* The kopru scout shifts 1 square.

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**Str** 16    **Dex** 17    **Wis** 12

**Con** 14    **Int** 11    **Cha** 17

**Alignment** chaotic evil

**Languages** Kopru

## Kopru Warrior

Medium aberrant magical beast (aquatic)

**HP** 89; **Bloodied** 44

**AC** 24; **Fortitude** 22; **Reflex** 20; **Will** 20

**Speed** 3, swim 8

## Level 8 Soldier

XP 350

**Initiative** +10

**Perception** +5

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 1d8+4 damage.

**(melee) Fluke Strike \* At Will**

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +13 vs. AC.

*Hit:* 3d6+6 damage, and the kopru marks the target until the end of the kopru's next turn.

**(melee) Claw \* At Will**

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 1d6+4 damage.

**Flurry of Attacks \* Encounter**

*Effect:* The kopru uses *bite* and *fluke strike* once each and *claw* twice, no more than two attacks against a single target.

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**Str** 21    **Dex** 18    **Wis** 12

**Con** 17    **Int** 11    **Cha** 17

**Alignment** chaotic evil

**Languages** Kopru

## Kopru Dominator

## Level 9 Controller

Medium aberrant magical beast (aquatic)

XP 400

**HP** 96; **Bloodied** 48

**Initiative** +6

**AC** 23; **Fortitude** 20; **Reflex** 22; **Will** 24

**Perception** +5

**Speed** 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Attack:* Melee 1 (one creature); +14 vs. AC.

*Hit:* 2d8+4 damage.

**(melee) Fluke Strike \* At Will**

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

**(ranged) Mind Bore (psychic) \* Recharge 4 5 6**

*Attack:* Ranged 10 (one creature); +13 vs. Will.

*Hit:* 2d12+4 psychic damage, and the target is dazed (save ends).

**(close) Burst of Fear (fear, psychic) \* Encounter**

*Attack:* Close burst 3 (each enemy in burst); +11 vs. Will.

*Hit:* 2d12+6 psychic damage and the kopru pushes the target 4 squares.

*Miss:* Half damage, and the kopru pushes the target 1 square.

## MINOR ACTIONS

**(ranged) Overwhelming Will \* At Will**

*Attack:* Ranged 10 (one creature); +13 vs. Will.

*Hit:* The kopru slides the target 4 squares.

*Miss:* The kopru slides the target 1 square.

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**Str** 16    **Dex** 14    **Wis** 12

**Con** 16    **Int** 19    **Cha** 21

**Alignment** chaotic evil

**Languages** Common, Kopru

## Kopru Harrier

## Level 9 Skirmisher

Medium aberrant magical beast (aquatic)

XP 400

**HP** 96; **Bloodied** 48

**Initiative** +10

**AC** 23; **Fortitude** 23; **Reflex** 22; **Will** 21

**Perception** +12

Speed 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +14 vs. AC.

*Hit:* 2d8+4 damage.

### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

## MOVE ACTIONS

### Churning Flukes \* At Will

*Requirement:* The kopru must be in water.

*Effect:* The kopru gains concealment until the beginning of its next turn, shifts 6 squares and gains combat advantage against any enemy adjacent to it until the end of its next turn.

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Str 21    Dex 19    Wis 17

Con 16    Int 16    Cha 15

Alignment chaotic evil

Languages Common, Kopru

## Skulking Kopru

## Level 9 Lurker

Medium aberrant magical beast (aquatic)

XP 400

HP 76; Bloodied 38

Initiative +12

AC 23; Fortitude 21; Reflex 21; Will 23

Perception +12

Speed 3, swim 8

Darkvision

## TRAITS

### Aquatic

Kopru can breathe water and get a +2 bonus to attacks against nonaquatic creatures in aquatic combat.

## STANDARD ACTIONS

### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +14 vs. AC.

*Hit:* 2d8+4 damage.

### (melee) Fluke Strike \* At Will

*Requirement:* The kopru must be in water.

*Attack:* Melee 2 (one creature); +14 vs. AC.

*Hit:* 3d6+7 damage.

### (ranged) Hidden Terror (fear) \* At Will

*Attack:* Ranged 10 (one creature from which the kopru is hidden); +12 vs. Will.

*Hit:* 3d10+6 psychic damage, and the kopru slides the target 2 squares.

*Miss:* The kopru remains hidden.

## MOVE ACTIONS

### Skulk \* At Will

*Effect:* The kopru shifts 3 squares to a space in which it has concealment, then makes a Stealth check to hide. If it starts this shift hidden, it does not reveal itself when crossing unconcealed squares as long as it ends the shift with concealment.

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Str 21    Dex 19    Wis 17

Con 16    Int 16    Cha 15

Alignment chaotic evil

Languages Kopru