

Segarran, Lesser -- Sergeant**Level 14****Elite Soldier (Leader)****Medium****Natural Magical Beast****XP 2000****Initiative** +9 **Senses** Perception +14**HP** 280 **Bloodied** 140 **Immune****AC** 32 **Fortitude** 28 **Reflex** 25 **Will** 23 **Resist****Saving Throws** +2 **Vulnerable****Speed** 5 **Regeneration****Action Points** 1

⬇ Bite (Standard; at-will)

+19 vs. AC; 1d8 + 5 damage

⬇ Battle Axe (Standard; at-will)

+21 vs. AC; 2d6 + 5 damage

Religious Fury (Immediate Reaction; daily)

When Bloodied, the sergeant gains +4 damage till the end of the encounter

Lead the Faithful (Minor; at-will)

All allies within 6 spaces gain a +1 to hit, damage and defenses against one target in line of sight. The target can be changed every turn

Segarran, Lesser -- Sergeant**Level 14 Elite Soldier (Leader)****Medium Natural Magical Beast****Alignment** Evil **Languages** Midani, Nog**Skills** Religion +12, Nature +12**Str** 20 (+12) **Dex** 14 (+9) **Wis** 14 (+9) **Equipment** Battle Axe, Heavy Shield**Con** 20 (+12) **Int** 12 (+8) **Cha** 12 (+8)

Segarrans are special minions of Ragarra, an ancient, evil goddess of the jungle, typhoons, and revenge, once openly worshipped in the Ruined Kingdoms.

A lesser segarran has the head and tail of a crocodile but the stocky, heavily muscled body of a human or humanoid. Lesser segarrans are usually created from devoted followers, but they also can be created from infant crocodiles using a ritual granted only to Ragarra's priestesses. These lesser servants have average human intelligence and can communicate in Midani or any of the dead tongues of the Ruined Kingdoms.

Combat: Lesser segarrans fight using the tactics and weapons of human warriors, though their supernatural strength lends them a bonus on damage. If unarmed, they attack by biting.

Habitat/Society: Once, when the powers of Ragarra were great, even her lesser servants could assume human form and walk the city streets unnoticed; now they are limited to their half-reptile form.

They are found primarily in the Ruined Kingdoms and Zakhara's eastern jungles, but they sometimes can be encountered mingling with human society at night, when they can hide their monstrosity through careful disguise. More often they are used as defenders for Ragarra's few shrines or as protectors for her chosen few.

Ecology: All segarrans are voracious carnivores. Though they usually subsist on animal meat, they ritually devour their enemies' remains at the end of every battle. When slain, they return to their original (human or baby crocodile) form.