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• BRUTISH •



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BRUTISH TEMPLATE

Standing head and shoulders above their brethren, brute creatures are evolutionary mutations gifted with great strength and durability. Brutish creatures are instantly recognizable among others of their race, as they are at least 25% larger, being both taller and heavier than others of their kind. Most of this extra weight and size is due to increased amounts of highly developed muscle mass, thicker bones, and tough, callous-like skin. Brutish creatures are often found as elite warriors in tribes of savage humanoid, where the mutation is more common.

Prerequisites: Humanoid



Brutish
Humanoid

Elite Brute
XP Elite

Resist 5 against attacks that target AC

Saving Throws +2

Action Points 1

Hit Points 10 per level + Constitution score

Brutal Surge (minor; encounter) ♦ **Healing**

The brutish creature spends a healing surge and gains a +5 power bonus to melee damage rolls until the end of its next turn.

Level 11: +10 power bonus to melee damage rolls.

Level 21: +15 power bonus to melee damage rolls

Powerful Build

A brutish creature can wield weapons of its size or one size larger as if they were its size. In addition, a brutish creature wielding a two-handed melee weapon gains a +2 bonus to melee damage rolls with that weapon.

Level 11: +4 bonus to melee damage rolls.

Level 21: +6 bonus to melee damage rolls

Tough as Nails (when first bloodied)

The brutish creature gain resist 5 to all damage until the end of its next turn.

Level 11: Resist 10.

Level 21: Resist 15.

Skills Brutish creatures gain training in Intimidate

SAMPLE BRUTISH CREATURES

Two example monsters created with the brutish template are provided below. (See the D&D 4E *Monster Manual*)

GNOLL MANSLAYER

Gnoll tribes that worship the demon lord Hazag hold deep animosity for humans. This goes beyond the simple loathing gnolls bear most races, and often manifests in an outright genocidal crusade. In fact, so deep is this hatred, gnoll followers of Hazag display an inordinate amount of control and cooperation if it leads to the destruction of humans and their allies. For such tribes, the manslayer is the anointed warrior of Hazag, who wields the demon lord's favored weapon, and cuts down the works of mankind with each mighty blow.

GNOLL MANSLAYER LORE

Nature or Religion DC 15: Gnoll manslayers are brutish warriors that serve the demon lord Hazag. They bear a deep, and abiding hatred for humans and attack them above all other enemies. All gnoll manslayers wield halberds, the favored weapon of Hazag, and their skill with these weapons is second to none. In addition, gnoll manslayers are incredibly tough and resilient, and have been known to shake off wounds that would easily slay other creatures.

GNOLL MANSLAYER TACTICS

A gnoll manslayer singles out any human it can find on the battlefield and makes a beeline to its most hated foe. It attacks with brutal strikes of its halberd, keeping its enemy at range if possible. When pressed, the gnoll manslayer uses *brutal surge*, and then spends an action point to make two halberd attacks on the nearest foe.

ENCOUNTER GROUPS

Gnoll manslayers are often found among tribes of gnolls that worship the demon lord Hazag. They typically act as elite warriors for such tribes, or as guards to the tribe's shaman.

Level 7 Encounter (XP 1,600)

- 1 gnoll manslayer (level 8 elite brute)
- 2 gnoll claw fighters (level 6 skirmisher)
- 2 gnoll huntmasters (level 5 artillery)

Gnoll Manslayer

Level 8 Elite Brute

Medium natural humanoid

XP 700

Initiative +6

Senses Perception +6; low-light vision

HP 220; **Bloodied** 110

AC 20; **Fortitude** 21, **Reflex** 17, **Will** 17

Resist 5 against attacks that target AC

Saving Throws +2

Speed 7

Action Points 1

⊕ **Halberd** (standard; at-will) ♦ **Weapon**

Reach 2; +11 vs. AC; 1d12 + 8 damage, or 1d12 + 10 damage while bloodied; see also *haft strike* and *pack attack*.

† **Haft Strike** (free, when the gnoll manslayer hits a bloodied enemy with its halberd; at-will) ♦ **Weapon**

The gnoll manslayer strikes the target with the haft of its halberd: +9 vs. AC; 1d8+6 damage, or 1d8+8 damage while bloodied.

Brutal Surge (minor; encounter) ♦ **Healing**

The gnoll manslayer regains 48 hit points and gains a +5 power bonus to melee damage rolls until the end of its next turn.

Manslayer

A gnoll manslayer deals an additional 1d6 damage on melee attacks against humans.

Pack Attack

The gnoll manslayer deals an extra 5 damage on melee attacks against an enemy that is adjacent to at least two of its allies.

Tough as Nails (when first bloodied)

The gnoll manslayer gains resist 5 to all damage until the end of its next turn.

Alignment Chaotic evil

Languages Abyssal, Common

Skills Intimidate +12, Nature +11, Religion +9

Str 22 (+10)

Dex 14 (+6)

Wis 14 (+6)

Con 20 (+9)

Int 11 (+4)

Cha 13 (+5)

Equipment leather armor, halberd

Description *This towering, fur-covered humanoid resembles a cross between a hyena and an ogre. It is armed with a mammoth cold-iron halberd, and armored in a suit of spiked leather plates. A stylized tower, crumbling into ruin, has been painted on this beast's hairy chest.*

KARVOK GATESMASHER

Karvok is an enterprising ogre, an entrepreneur if you will. He has taken his natural gifts – extreme size, strength, and physical fortitude – and parleyed them into a rather lucrative business. Karvok's business is knocking down gates, walls, and any other structures at which his employers point him. He is, for all intents and purposes, a mobile battering ram and siege engine.

KARVOK GATESMASHER LORE

History DC 15: Karvok's skill, coupled with a near suicidal level of bravery, has kept him in high demand by unscrupulous armies the world over. He can be employed for the sum of 100 gold pieces per day, plus all the beer and meat he can shove down his gullet after a day's work. Despite his stiff fees, many armies are more than willing to pay because Karvok presents a number of advantages over standard siege engines and other military equipment. He is mobile, discerning, and far more accurate than any catapult, battering ram, or ballista crew could ever hope to be. Karvok can bring down a castle wall in under a minute, batter a reinforced gate into flinders in the space of a few heartbeats, and throw 50-pound stones or 12-foot javelins with deadly accuracy.

Karvok can also be employed for more conventional fighting, adding his massive bulk and terrible strength to any offensive push. However, as much as he relishes smashing other sentient creatures to mush beneath his great flail, such work is more dangerous, and consequently, Karvok demands more gold. For straight mercenary work, an enterprising military leader can expect to pay Karvok 200 gold pieces per day, plus a share of all captures arms, armor, and magical equipment.

History DC 20: Despite his evil nature, Karvok will maintain his end of any mercenary contract he enters into. However, if he feels cheated in any way, the hulking ogre is likely to collect his due from his commanding officer in blood rather than gold.

KARVOK'S TACTICS

For an ogre, Karvok is a fairly sophisticated combatant. He typically begins combat by hurling boulders at opponents, aiming for spellcasters if he can spot them. Once melee begins, Karvok uses *momentous strike* to quickly decimate weaker foes and *brutal surge* to smash more potent enemies. Karvok uses his action points when *momentous strike* recharges, coupling it with a melee basic attack to inflict devastating amounts of damage on a single foe.

Karvok Gatesmasher Level 13 Solo Brute
Large natural humanoid XP 700

Initiative +7 **Senses** Perception +8; low-light vision

HP 540; **Bloodied** 270

AC 25; **Fortitude** 27, **Reflex** 21, **Will** 22

Resist 5 against attacks that target AC

Saving Throws +5

Speed 8

Action Points 2

⊕ **Heavy Flail** (standard; at-will) ♦ **Weapon**
Reach 2; +16 vs. AC; 2d10 + 10 damage, and the target is knocked prone.

↘ **Boulder** (standard; at-will) ♦ **Weapon**
Ranged 15/30; +15 vs. AC; 2d6+8 damage.

⊕ **Momentous Strike** (standard; recharge ⓂⓂ) ♦ **Weapon**
Karvok makes a charge attack: +17 vs. AC; 4d10+10 damage, the target is pushed 3 squares, knocked prone, and dazed (save ends).

Brutal Surge (minor; encounter) ♦ **Healing**
Karvok regain 135 hit points and gains a +10 power bonus to melee damage rolls until the end of his next turn.

Tough as Nails (when first bloodied)
Karvok gains resist 10 to all damage until the end of his next turn.

Alignment Evil **Languages** Common, Giant

Skills Intimidate +11

Str 26 (+14) **Dex** 12 (+7) **Wis** 14 (+8)

Con 23 (+12) **Int** 8 (+5) **Cha** 10 (+6)

Equipment hide armor, heavy flail

Description *This massive brute of an ogre is an ambulatory mountain of gnarled muscle and calloused flesh. It grips a truly gargantuan flail in both hands; a weapon that looks easily capable of bringing down a castle wall with little effort.*

ENCOUNTER GROUPS

Karvok is usually encountered working as a mercenary for any army unscrupulous enough to employ him. He often leads groups of other ogres into battle.

Level 15 Encounter (XP 6,400)

- Karvok Gatesmasher (level 13 solo brute)
- 2 ogre warhulks (level 11 elite brute)

