

KHAZARACK GRUDGE-KEEPER

Khazarack Grudge-Keeper Level 11 Soldier
Medium Natural Humanoid (Dwarf)

Initiative: +9 **Perception** +13
HP 114; **Bloodied** 57
AC 27; **Fortitude** 24; **Reflex** 22; **Will** 24
Speed 5

Traits

Grudges

The Grudge-Keeper has a resource called grudge points, upon which some of his powers rely. He also gains a power bonus to speed equal to his current grudge points, when moving towards a creature he has marked.

Stand Your Ground

When an effect forces a dwarf to move, the dwarf moves 1 square less than the effect specifies. When an attack would knock the dwarf prone, the dwarf can roll a saving throw to avoid falling prone.

Standard Actions

Ⓣ Hammer of Grudges ✦ At-Will

Attack: Melee Basic 1 (one creature) +16 vs. AC

Hit: 2d10+8 damage, and the target is slowed until the end of their next turn.

Effect: The target is marked until the end of the grudge-keeper's next turn.

Special: On his turn, the grudge-keeper can lose one grudge point to make this attack against a target he has marked, as a free action.

Triggered Actions

Oath of Duty ✦ At-Will

Trigger: The grudge-keeper becomes effected by a slow, daze, stun, or immobilise effect.

Requirement: Must have at least one grudge point.

Effect(free action): The grudge-keeper loses one grudge point, and makes a save to end the effect, even if the effect would not normally allow a save.

Oath of Reckoning ✦ At-Will

Trigger: An enemy marked by the grudge-keeper makes an attack that does not include it as a target.

Effect(Immediate Reaction): The grudge-keeper gains one grudge point.

Oath of Vengeance ✦ At-Will

Trigger: An enemy attacks an ally of the grudge-keeper.

Effect(Immediate Reaction): The enemy is marked by the grudge-keeper until the end of their next turn.

Skills Endurance +14, History +12, Athletics +15, Insight +13

Str 14(+6); **Dex** 20(+9); **Wis** 14(+6)

Con 14(+6); **Int** 16(+7); **Cha** 15(+6)

Alignment Unaligned **Languages** Dwarvern, Common

Equipment Plate Mail, Warhammer, Shield, Book of Grudges

The Khazarak Grudge-Keeper is a mighty dwarvern warrior from a distant mountain fortress. He does battle to settle grudges, either his own, or those of one who has gained his services. A tough and formidable warrior, he is at his most deadly when his foes assault his allies, inflaming his thirst for honorable vengeance, and quickening his stride. He charges into combat with his chosen foe, hammering them relentlessly, and pursuing them with dogged determination.

The Khazarak are isolationists even by the standards of dwarves, and their culture is little understood, but the role of grudges and vengeance is quite clear. Seen as the purest form of justice, the keeping and avenging of grudges is a sacred duty amongst the Khazarak Dwarves, and the Grudge-Keeper are the highly-trained and conditioned enforcers of this tradition, offering vengeance for those too weak to seek it themselves, and deciding the balance of guilt in more complicated disputes.

The most experienced and formidable Khazarak Grudge-Keeper are often sent out into the world, to sell their services, and settle grudges with outsiders. The Grudge-Keeper leaves their mountain home carrying a book of grudges- a list of offenses committed by outsiders against his homeland and kin. It may take years for him to settle these accounts, and in this time he supports himself and funds his pursuits by hiring himself to honorable masters, acting as a unique and formidable bodyguard.

The Khazarak Grudge-Keeper wears distinctive heavy plate armor, with a pronounced nose-guard which widens out to a wedge above his brows, deflecting strikes away from his eyes while keeping his range of vision wide. In combat, he is constantly muttering under his breath, reciting the litanies of outrage which detail the attacks his enemies are making against him and his allies. Occasionally his litany will rise to a rumbling bellow, as his hammer slams down again and again on one who has transgressed against his code of honor.

Lore

History DC 16: All the info in the intro

History DC 21: Information on grudges, and hints of the data in the encounters section.

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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AS IF DWARVES WEREN'T TROUBLE
ENOUGH!

TACTICS

The Khazarak Grudge-Keeper is a formidable and surprisingly flexible soldier. Rather than having to lash out to punish his mark as soon as they act, he builds up grudge points which he can use once he gets to grips with his foe, or to aid in his mobility. This means it can be very hard to shake the grudge-keeper off, since he can save up his punishments across rounds, within reason. His automatic marks and his slowing hit allow him to function in his role with impunity, and his resistance to movement limiting powers makes it hard to lock him down.

The Grudge-Keeper is tough enough to work well with most kinds of allies, although he works best in conjunction with mobile allies- he can keep up the chase on his targets, even as they chase his allies. Leaders are useful, but more useful if they boost attacks or damage, rather than granting bonus attacks- the grudge-keeper can boost his own attack rate. He is most vulnerable against ranged implement users, assuming they can keep out of melee with him.

It's important not to underestimate his resilience in battle. Charging past enemies to reach his target might seem rash, but if they're attacking and don't have any defender-type powers themselves, a small chance of a hit is probably worth it to get back to grips with their marked foe. Even when hard pressed, the Grudge-Keeper can sustain combat, unless they're being focused- it helps if their marked target is otherwise engaged.

Encounters

The Khazarak rarely leave their remote mountain homes, and few travel to the aid lands where they can be found. When the Khazarak do walk in the world, it is either in a large and carefully guarded column, or a single, formidable figure. Grudge-Keeper can train for decades before being given the honor of traveling out into the world, to settle outstanding accounts with outsiders. Normally, these accounts are grudges- crimes committed against the Khazarak by humans, humanoids, demihumans- even other dwarves, of other cultures.

The duty of the Grudge-Keeper is clear- act with honor, and settle the score. And yet, Khazarak Grudge-Keeper know full well that the outside world does not have the respect and deference for their station which their own culture possesses. The book of grudges they carry details crimes both petty and great- slights, insults, transgressions, scams, thefts, assaults, murders, betrayals, and more. Many of these crimes were committed decades, even centuries ago- it is only when a Khazarak settlement has built up a formidable list of grudges with those who live in the surrounding lands, that they send forth one of their greatest justiciars to serve in this role.

Selected as much for their resourcefulness and clarity as their combat prowess, a Grudge-Keeper travels the world, offering their services to powerful, honorable figures, in return for the funds and allies they need to see justice done for their people. Sometimes, a Grudge-Keeper will actually be settling a more positive debt- acting as bodyguard to one of the rare outsiders who the Khazarak find themselves honestly, earnestly indebted to. More often however the service of a powerful patron is simply a means to an end, a way to secure the resources needed to track down and do justice upon the targets of the grudges. They only serve honorable masters- but to the Khazarak, a conquering warlord can be as honorable as a pious high priest, if they deal honestly and fairly with the Khazarak, and others, even while conquering them or taking their lands, under the rules of war.

Such a warlord could easily be the enemy of a band of heroes standing in their path, and if so, their iron-hard bodyguard will be extremely difficult for them to get past. While, in theory, a Khazarak grudge-keeper would only serve a reasonably honorable patron, in theory, there are exceptions. It may be that a grudge-keeper serves a patron, who conceals dishonorable or monstrous secrets from them. On the other hand, it has been theorized that a grudge-keeper might serve a dishonorable master for a time, in order to gain access to the true target of their mission- an ally of their patron perhaps, or the patron, themselves.

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