

## DURGATH REDBEARD

**Durgath Redbeard** **Level 6 Brute**  
Medium natural humanoid, human

**Initiative:** +4 **Perception** +4  
**HP** 86; **Bloodied** 43  
**AC** 18; **Fortitude** 18; **Reflex** 17; **Will** 18  
**Speed** 5

### Traits

#### Oaf of Chivalry

While not bloodied, Durgath has a -1 to hit and +1 AC against female characters. While bloodied, Durgath has a +1 to hit, and -1 AC against female characters.

#### Fight like a Man!

Durgath does an additional 1d10 damage with Trusty Axe while suffering from more than one condition.

### Standard Actions

#### ⬇ Trusty Axe ⬆ At-Will

*Attack:* Melee Basic 1 (one creature) +11 vs AC  
*Hit:* 2d10+5 damage.

*Miss:* If Durgath misses with Trusty Axe on his turn, he gains an additional minor action that he must use before the end of his turn.

#### ⬇ Knight's Honor: Test Mettle ⬆ Recharge ☸

*Attack:* Melee 1 (one creature) +12 vs AC  
*Hit:* 1d10+5 damage.

*Effect:* The target can retaliate with a melee basic attack as a free action, but if they do, Durgath retaliates by repeating the attack on the target. The target can choose to retaliate in turn, to a maximum of three pairs of attacks total. After combat, all future Diplomacy, Bluff, and Intimidate rolls against Durgath by the target and their allies gain a bonus equal to the number of pairs of attacks which occurred using this power.

### Minor Actions

#### ⬇ C'mere! ⬆ At-Will

*Attack:* Melee Basic 1 (one creature) +9 vs Reflex  
*Hit:* The target is grabbed, and slides 1 to another square adjacent to Durgath. Durgath can have one creature grabbed at a time.  
*Miss:* The target slides Durgath 1.

#### ⬇ Helm-Butt ⬆ At-Will

*Attack:* Melee Basic 1 (one grabbed creature) +9 vs Fortitude  
*Hit:* 1d10+5 damage, and the grab ends.  
*Miss:* Durgath takes 1d10+5 damage, and the grab ends.

**Skills** Endurance +11, Intimidate +10, Religion +9, Streetwise +10  
**Str** 17 (+6); **Dex** 12 (+4); **Wis** 12 (+4)  
**Con** 16 (+6); **Int** 12 (+4); **Cha** 14 (+5)

**Alignment** Unaligned **Languages** Common

Sir Durgath Redbeard is a heavy-set, thick-bearded human of middle years, known for his courage and ferocity in battle, and his endless feasting and drinking at all other times. When called to fight, he wears a Mail Hauberk and helm crafted of adamantine, gifts given to him by the Dwarves of a far-off land during a crusade. He is normally armed with a large, single-headed battle axe, wielding it expertly to use not only the blade, but the rear of the head and the haft as formidable and versatile weapons. He is a bear of a man, and has been known to grab hold of his foes in battle, and slam the crown of his helmet into their face. Despite his rough ways, he counts himself an honorable warrior, although his honor is very much a matter of his mood.

Durgath is a founding member of the Knights of the Boar, a local order of lords and errants who rule over a rough, frontier region. The lord of a prosperous farming community, he is often called upon to protect his people, and while he welcomes more epic battles, he deals with threats to his land- and power- with impatience and ferocity, resenting such petty distractions from the revels in his great hall. His retainers are many and somewhat loyal, but hardly formidable fighters themselves- Durgath fills his court with servants and lackeys, not potential rivals. When called upon to act beside the other knights of the Boar, he rides out with glee, welcoming 'a real fight', and the chance of plunder or wealthy foes to ransom.

### LORE

History DC 12: All the information in the introduction.

History DC 17: Infor on the Order of the Boar, their holdings, and other members of the order.

#### Knights Honor

Each member of the order of the Boar has a rough and ready code of personal honor, which may aid in negotiations with them, after battle. While the heroes may simply decide to fight to the death while facing Durgath or another of the order, wiser heroes might realise that, for all their flaws, the Knights are still the lords and guardians of their people, and reaching a settlement with them may be much better for the people of the region, than outright war between the heroes, and the order.

If the heroes seek peace, or even an alliance with the knights, the 'knights honor' powers of each member of the knighthood may give them an edge. By impressing the knights with their heroism and honor, the PCs can gain respect and admiration from them, even if they are on opposite sides of an armed conflict. The 'knight's honor' powers offer a small buff, but the DM is encouraged to take this goal further in their campaign.

For use with the 4th Edition

**DUNGEONS**  
**& DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

Created by  
Michael Jones  
for  
Catastrophe Games

**CATASTROPHEGAMES.COM**

YOU'RE NOTHING THAT A FACE-FULL OF  
HELMET WON'T FIX.

## TACTICS

Durgath works best as the 'star attraction' of an early battle, but can also be used more than once in a story arc. He could be fought relatively early in the pcs's career as a L+2-3 'mini-boss' aided by a band of lower level creatures, and then later on in a mid-heroic encounter, backed by the other equally formidable members of his knighthood. Durgath can be wrathful and cruel, but he's no fool, and will offer his surrender if hard pressed, in the hopes of being ransomed back to his peers in the order. This allows the DM the chance of a recurring character- although it relies on the players seeing the wisdom of letting him live.

In battle, Durgath works best in amongst his foes, but teamed with allies that can keep him from being completely focused. An equal level soldier, or a few lower-level skirmishers can serve ably in this task, capitalizing on his slide grab and damage. If Durgath does get 'lit up' by multiple conditions, his damage is boosted- assuming he can still hit. This then is a difficult line to walk, but the extra damage is a punishing consequence for PCs seeking to take a brute out early in the fight. His minor actions, including the occasional bonus from trusty axe, allows him a little battlefield control, and Oaf of chivalry allows him a bit of leeway to ignore female combatants- at least until their formidable attacks get the better of his ego.

Durgath's Test Mettle attack is a story-based power, but also an effective weapon. It has a bonus to attack built in, and while it's damage is lower than his axe, it's effect is greater in aggregate. Use Test Mettle only when it really makes sense to do so- it's pointless if it's a non-event, but could be a great way to end the battle on a high note, or push the threat against the pcs to a higher level. A player who ops out of the exchanges loses a chance to severely damage a formidable brute, and one that stays in and takes their lumps can earn the knight's grudging respect. A bloodied Durgath launching Test Mettle against a female PC is a formidable threat, but is also asking for a well deserved ass-kicking.

## ENCOUNTERS

Durgath is the a landed knight who rules from a small keep atop a hill overlooking the main trade route through his lands. He keeps a small army of retainers, and has the right to form a militia from the local villages, if need be. He inherited his title from his uncle, with who he went on crusade in distant, exotic lands in his youth. During the crusade, the previous generation of lords and knights in the region formed the Order of the Boar, and Durgath and other younger men served as their squires, and inherited their titles and land when their mentors passed away.

Durgath is a typical member of the local peerage, and certainly not a pure or heroic soul by any stretch of the imagination. Still, he protects his lands and people well enough, as long as they offer he and his lackeys the proper deference. By far his most problematic trait is his loyalty to his cronies and lackeys- as long as they serve him well, he allows great excess from them, and fiercely defends them even when their own conduct is deplorable. Many of his followers are happy to wile away the days in the great hall, lording it over the serving staff and others that come to pay court to their lord- but some, through duty or inclination, travel out into the land, and abuse of the peasantry is common in these times.

Adventurers coming to sir Durgath's lands will find them prosperous enough, but may be angered by the way his tax collectors and sheriffs treat the people- or they may simply take offense at the deliberately abusive, provocative tone that the knight's retainers use when dealing with foreigners of low, or unrecognized station. They may be hostile even in cases where the PCs have served their lord in the past- or particularly in these cases, jealousy being what it is.

If such a confrontation turns violent, Durgath's cronies will almost certainly flee and seek his aid, and he, being the protective liege he is, will ride out with the intention of slaughtering whoever has dared to interrupt his mid-afternoon luncheon. It is possible that diplomacy could result, but more likely, the PCs will have the triumph over Durgath, flee, or end up in his dungeons. If they defeat him, his peers won't be long in retaliating.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.