

## Kurgash d'Tharashk

L10 Orc - Barbarian L4/Fighter L2/Brute L4

Quote: "I will break you."

STR 24 (+7) (+10 raging)  
DEX 14 (+2) (+1 raging)  
CON 16 (+3) (+5 raging)  
INT 8 (-1)  
WIS 9 (-1)  
CHA 11

### Saves:

Fort +17 (+19 raging)  
Ref +7 (+6 raging)  
Will +4 (+3 raging)

Init: +2 (+1 raging)

Move: 50'

BAB: +10/+5 (melee +17/+12, missile +12/+7)

AC: 22 (18 raging) (14 touch)

Action Points: 7 (2d6)

HP: 115

Languages: Orcish, Common

Alignment: Neutral

### Class Abilities:

Rage (4/day, 8 rounds) - +4 STR, +4 CON, +2

Will, -2 AC, HP +16

Fast Movement – +10'

Uncanny Dodge – retain DEX bonus to AC  
when flat-footed

Trap Sense +1

### Equipment:

Carried

- Vvarrak's Tongue – Large adamantine earthbound corrosive caustic burst greataxe +1
- Axe, Throwing
- +1 Flaming Composite Longbow, Str +5
- 16 silvered arrows

Worn

- Chain Shirt +2, Spiked (+6 AC, AP –1)
- Ring of Protection +2
- Ring of Climbing
- Gauntlets of Ogre Power (+2 STR)
- Boots of Striding and Springing
- Cloak of Resistance +3

Skills:	Ranks	Stat	Misc	Total
Climb	+2	+7	+4	+13
Handle Animal	+1	-	-	+1
Intimidate	+11	-	-	+11
Jump	+2	+7	+4	+13
Listen	+3	-1	-	+2
Spot	+0	-1	-1	-2
Survival	+6	-1	-	+5
Swim	+2	+7	-1	+8

### Racial Abilities:

Darkvision

Light Sensitivity

### Feats:

Extra Rage (+2/day)

Power Attack

Cleave

Intimidating Rage

Improved Bull Rush

Powerful Rage (+2 STR, -2 DEX, -1 AC, -1 Att)

Greater Powerful Charge (+2d6 M/+3d6 L)

Pushback

Improved Toughness (1 hp/level)

Powerful Build

Knockdown

Improved Overrun (+4, no avoid)

- Cape of black camel hair, lion mane trim
- Big floppy hat to keep sun out of eyes
- Dragon amulet
- Amulet of Natural Armor +1
- Feather Fall Talisman
- Eye-shaders (-1 Spot, no sun penalty)
- Spiffy Clothing

Backpack

- Bedroll
- Winter blanket
- Fishing gear
- Pewter tankard (large, lewdly decorated)
- Clay jug of ale
- Masterwork Manacles x2

- 15' Silk Rope
- Misc. Food (full to brim)

#### Belt pouch

- Whetstone, Knife, Flint and steel
- Identification Papers
- Looking Glass (+4 to Spot at a distance)
- Tanglefoot bag (entangle, DC 15 Ref or stuck)
- Thunderstone (DC15 or deafened)

#### Potion Bandolier

- Antitoxin Potion

- Unholy Water x2
- Potion of Jumping
- Potion of Shield of Faith +2
- Potion of Shield of Faith +3
- Potion of Cure Moderate Wounds
- Potion of Bless Weapon x1
- Smokestick (10' cube, 20% concealment)
- Alchemist's Fire (1d6 2 rounds)
- Acid (1d6)
- Silversheen
- Awesome Dwarven Liquor

Cash: 2849 gp, 3053 sp

Large Greataxe +1, Composite Shortbow Str +5, Ring Prot +1, Masterwork Byeshk Greataxe, Dwarven Waraxe +1, 2 dire bear pelts back at home

"Shocky" a pet shocker lizard. HD 2d10+2 (13 hp), Init +6, Spd 40' (climb 20', swim 20'), AC 16, BAB +2, Atk bite +3 melee (1d4), SA stunning shock (2d8 nonlethal, 5' range, Ref DC 12 for half), SQ darkvision 60', elec sense, elec immunity, low-light vision. Sv Fort +4, Ref +5, Will +3. Str 10 Dx 15 Con 13 Int 2 Wis 12 Cha 6, Climb +11 Hide +11 Jump +7 Listen +4 Spot +4 Swim +10, Improved Initiative, AL N.

Part ownership in "The Fallen Angel", a bar in Sharn

Part ownership in "The Jovial Jackal", a bar in Zara'shak

Part ownership in "The Blackened Dragon," a manor house on the Droaam/Brelish border

Knighted by the King of Breland

XP: 48,963

Next: 55,000

<u>Attacks:</u>	Normal		Raging		Crit	<u>Special</u>
	<u>Hit</u>	<u>Dmg</u>	<u>Hit</u>	<u>Dmg</u>		
Vvarrak's Tongue:	+18/+13	3d6+13+1d6	+20/+15	3d6+18+1d6	x3	caustic burst
(not on ground)	+16/+11	3d6+11+1d6	+18/+13	3d6+16+1d6		
Throwing Axe:	+12/+7	1d6+7	+11/+6	1d6+10	x2	10'
Comp. Longbow:	+12/+7	1d8+6+1d6	+11/+6	1d8+6+1d6	x3	110'
Grapple:	+21/+16	1d4+7	+24/+19	1d4+10	x2	
Armor Spikes:	+17/+12	1d6+7	+19/+14	1d6+10	x2	
Spikes (grappling):	+21/+16	1d6+7	+24/+19	1d6+10	x2	

### Background:

Kurgash's family has been House Tharashk members for generations. They all served as guards to the House. He and his family were assigned to the prospecting hamlet of Gulku Fen while Grenville d'Tharashk's family was heading it up as House factor. Their role was to guard the factor and dragonshards proper, scout, and liaise with the local Orc clans that provided more substantial protection to the community. In this way Kurgash and Grenville grew to know each other as lads. Kurgash spent some of his time with the orc clans as well to learn the "old ways". The clan's wise man was a Gatekeeper and told him many myths and legends, and gave him an odd amulet depicting three interlocked dragons with a bit of Eberron dragonshard in it..

At some point, there was an unexpected night attack by a single dolgaunt. Young Kurgash and his father fought it, protecting the factor's family. Kurgash got owned, knocked out, and tossed into the swamp to drown; his father fell in combat while killing the foul thing. Young Grenville used his dragonmark power to find Kurgash's sunken body by envisioning his unique dragon-medallion, and they drug him out from under the muck and revived him. That's why he's loyal to Grenville.

Shortly thereafter Grenville was apprenticed to a wandering bard, and Kurgash, still not of age, went to learn the arts of the barbarian with an orc clan. He learned more about the Gatekeeper faith and became a fierce warrior, even making a brief journey into the Demon Wastes and meeting with the Gaash'kala there before being fully of age and coming back to House Tharashk and seeking out service with Grenville.

The death of his two comrades, Xim and Silharath, at the hands of a gibbering moulder renewed his resolve to support the Gatekeepers and keep aberrations and other spawn of the daelkyr out of Eberron. Kurgash traveled with Grenville and the others to the great city of Sharn, which turns out to be host to otherworldly threats both evil and benign. There they made new comrades - Solnar the dwarven artificer, Doc the warforged cleric, and Ashe the chain-wielding maniac. Ashe unfortunately bravely met his end holding off a wicked sorcerer, which Kurgash feels vaguely guilty about since the half-elf was taking point. Graff the warforged warrior, hired in Sharn, has proven a good solid replacement.

Recently, after being knocked unconscious by an angel and killed twice by a devil, Kurgash is hearkening back to his Gatekeeper roots and has a strong sense of being a champion for the Earth/Eberron vs. outsiders and other things that don't "belong here." He commissioned Solmar to make a weapon named "Vvarrak's Tongue" for that purpose. It resembles his medallion in design and has an Eberron, a Siberys, and a Khyber shard in it.

He got a pet shocker lizard named "Shocky" that he really likes from a slain wizard, and is very proud of felling two white dragons in one day.

### Quirks:

Counts out all purchases in silver pieces, avoids larger denominations.

Will only drink from his own tankard.

Hates being cold.

Unswervingly loyal to Grenville.

Weird religious beliefs that are an amalgamation of Gatekeeper druidism and some dragon-cultism of Vvarrak the Scaled Apostate combining into a kind of Eberron dragon-worship.

### Future Progression:

Level	Classes	Feats	Skills	Stats
L11	Bar4/F2/Brute5		Intimidate +1	
L12	Bar5/F2/Brute5	Raging Luck	?	Wis or Cha +1