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PATHS to PRESTIGE



● CENTURION ●



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PATHS to PRESTIGE • CENTURION •

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THE CENTURION

“Officer? Me? No sir, I work for living.”

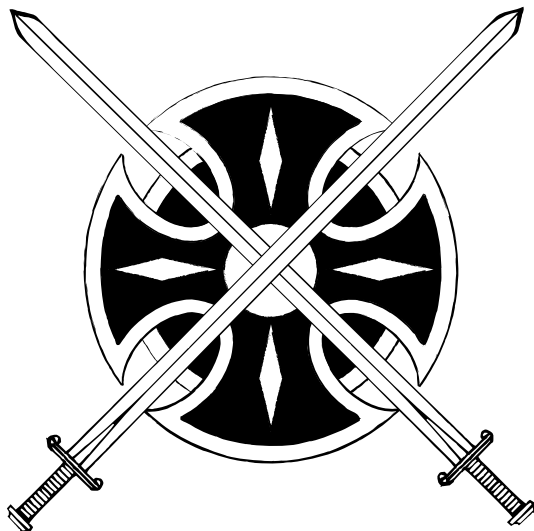
Prerequisite: Warlord

You’re a soldier than knows how to lead other soldiers. You don’t stand behind the lines issuing orders for runners to carry out, you’re right there in the blood and piss dealing out death alongside you’re brothers. Sure, you’re in charge, but only because you can get the boys in and out alive. You don’t have much use for officers or nobility, they only tend to muck things up on the battlefield, and get honest soldiers killed.

PLAYING A CENTURION

The centurion makes a great career soldier. He’s the guy that started out with grunts, and eventually rose to lead them. He’s a no-nonsense, get-it-done-right-the-first-time kind of warrior, and his powers allow him to do just that. For alignment, most centurions would tend toward unaligned or simply good, finding the chaotic nature of evil and the stodginess of lawful good to be counter-productive on the battlefield.

I did base the centurion loosely on the Roman soldier of the same rank, and if you want to play a character that resembles the centurion of old, it’s not hard. It’s basically a choice of equipment, feats, and a tactical style that will make your centurion Romanesque. You can choose weapons (short sword, javelin) and armor (scale, chain, and heavy shield) that were used by the Romans, along with feats that improve shield work and formation tactics. Since you’ve chosen to play a warlord, most of your powers are going to emphasize teamwork and group tactics, all perfect for a Roman centurion.



CENTURION PATH FEATURES

Hit ‘Em Hard! (11th level): Allies gain a +2 bonus to damage rolls when they are adjacent to you.

Centurion’s Action (11th level): Whenever you spend an action point to make another melee attack, one adjacent ally of your choice can make a melee basic attack as a free action against the same target.

Hold the Line (16th level): When you use your *inspiring word* power, the target gains immunity to any forced movement (pull, push, slide, etc.) until the end of your next turn.

CENTURION EXPLOITS

Rallying Strike Centurion Attack 11

You strike your foe with a resounding blow, heartening those around you, and drawing them to your side.

Encounter ♦ Martial, Healing, Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 2[W] + Strength modifier damage, and each ally within 5 squares may shift 3 squares in your direction. Allies that end up adjacent to you may spend a healing surge.

Tortoise Centurion Utility 12

You and your allies lock shields, presenting a wall of impenetrable steel to the enemy.

Daily ♦ Martial

Minor Action **Close** burst 2

Effect: You and each ally within the burst gain a +1 power bonus to AC equal to the number of allies in the burst until the end of your next turn.

Into the Arms of the Enemy Centurion Attack 20

You strike your enemy with a mighty blow, propelling him backward upon the blade of a waiting ally.

Daily ♦ Martial Weapon
Standard Action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Hit: 3[W] + Strength modifier damage, and you push the target 1 square. If you push the target adjacent to an ally, the ally can make an immediate melee basic attack against the target with combat advantage.

Miss: Half damage, and you do not push the target.

CENTURION TEMPLATE

A centurion is a battlefield commander that leads humanoid troops from the front. Unlike the PC paragon path of the same name, monsters and NPCs with the centurion template often take on a more central leadership role, using their strength and powers to climb the ranks of humanoid society.

“Centurion” is a template you can apply to any humanoid creature to represent a toughened battlefield commander. Militant humanoid races, such as hobgoblins, kobolds and orcs work very well with this template. If you are modifying an NPC, this template works best when paired with the fighter, paladin, or warlord.

Prerequisites: Humanoid

Centurion Elite Controller or Soldier (Leader)
Humanoid XP Elite

Defenses +2 AC; +2 Fortitude; +2 Will

Saving Throws +2

Action Points 1

Hit Points 8 per level + Constitution score

POWERS

↩ **Rally Cry** (standard; encounter) ♦ **Healing**

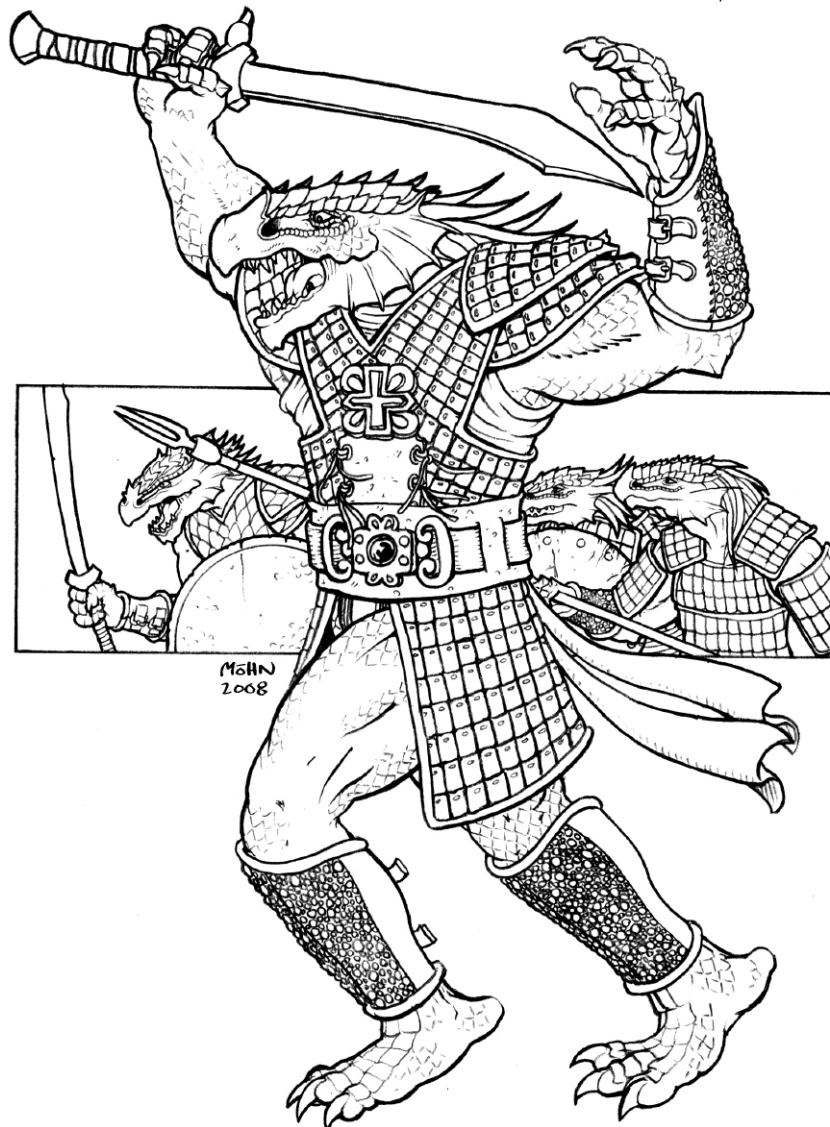
Close burst 5; each ally in the burst can shift 3 squares toward the centurion. Allies that end up adjacent to the centurion can spend a healing surge.

Hit 'Em Hard!

Allies adjacent to a centurion gain a +2 bonus on damage rolls.

Hold the Line (immediate interrupt, an effect forces the centurion or an adjacent ally to move; at-will)

When targeted with an effect that forces a centurion and any adjacent ally to move (through a push, pull, or a slide), the centurion or adjacent ally rolls a saving throw. If the saving throw is successful, the forced movement is negated.



EXAMPLE CENTURION

The example centurion below uses a hobgoblin (see the D&D 4E *Monster Manual*) as the base monster.

WARMASTER VARGAL OATHBREAKER

Vargal Oathbreaker is a particularly bloodthirsty hobgoblin battle commander that was recently granted the vaunted title of “Warmaster” by the Emperor of the Great Imperial Horde. He is known for leading his troops into battle at the very center of the front line, smashing enemies with mighty sweeps of his great flail. Vargal is a devotee of the hobgoblin war god Nargion, and bears the deities symbols on his armor and weapons.



WARMASTER VARGAL OATHBREAKER LORE

A character knows the following with a successful History check.

DC 15: Warmaster Vargal Oathbreaker is a relatively minor leader in the massive army of hobgoblins, known as the Imperial Horde, that rules much of the southern steppes. His willingness to betray any fiend, ally, or minion on his rise to power has left him with the moniker “Oathbreaker,” a title he rather enjoys, and a personality trait seen as admirable in hobgoblin society. Vargal currently commands three centuries of hobgoblin legionnaires, although he is hungry for the command of his own legion.

DC 20: Vargal is a fierce devotee of the dark hobgoblin deity Nargion, and many of his powers and abilities stem directly from the god’s unholy power. Vargal carries a potent magical item, said to be a relic of Nargion, called *Nargion’s maw*.

Nargion’s Maw

Level 10+

This large metal shield is pitch black, and is emblazoned with a gaping, fanged maw.

Lvl 10	5,000 gp
Lvl 20	125,000 gp
Lvl 30	3,125,000 gp

Item Slot: Arms

Power (Encounter ♦ Necrotic): Immediate Reaction. Use this power when you are hit with a melee attack. You suffer half damage from the attack, and the target suffers 2d6 necrotic damage and is blinded (save ends).

Level 20: 3d6 necrotic damage.
Level 30: 4d6 necrotic damage.

Warmaster Vargal Oathbreaker Level 8 Solo Soldier (Leader)
 Medium natural humanoid (hobgoblin) XP 1,750

Initiative +9 **Senses** Perception +8; low-light vision

HP 368; **Bloodied** 184; see also *dark blessing*

AC 26; **Fortitude** 24, **Reflex** 19, **Will** 23

Saving Throws +5

Speed 5

Action Points 2

⊕ **Flail of Nargion** (standard; at-will) ⬆ **Fear, Weapon**
 +15 vs. AC; 1d10 + 6 damage, the target is marked until the end of Warmaster Vargal's next turn, and Warmaster Vargal makes a secondary attack against the same target. *Secondary Attack*: +11 vs. Will; the target takes a -2 penalty to all defenses until the end of the encounter or until Warmaster Vargal dies.

⬇ **Stunning Blow** (standard; recharge [3]) ⬆ **Weapon**
 Requires flail; +15 vs. AC; 2d10 + 6 damage, and the target is stunned until the end of the Warmaster Vargal's next turn.

⬅ **Rally Cry** (standard; encounter) ⬆ **Healing**
 Close burst 5; each ally in the burst can shift 3 squares toward Vargal. Allies that end up adjacent to him can spend a healing surge.

Dark Blessing (when first bloodied; encounter)
 Warmaster Vargal gains a +4 bonus to damage rolls for the rest of the encounter.

Hit 'Em Hard!

Allies adjacent to Warmaster Vargal gain a +2 bonus on damage rolls.

Warmaster's Resilience (immediate reaction, when Warmaster Vargal suffers an effect that a save can end; encounter)

Warmaster Vargal rolls a saving throw against the effect.

Hold the Line (immediate interrupt, an effect forces

Warmaster Vargal or an adjacent ally to move; at-will)

When targeted with an effect that forces Warmaster Vargal or an adjacent ally to move – through a push, pull, or a slide – Warmaster Vargal or the adjacent ally rolls a saving throw. If the saving throw is successful, the forced movement is negated.

Alignment Evil

Languages Common, Goblin

Skills Athletics +11, Intimidate +14, History +13, Religion +11

Str 22 (+10)

Dex 17 (+8)

Wis 18 (+8)

Con 20 (+9)

Int 14 (+6)

Cha 21 (+9)

Equipment plate armor, *Nargion's maw*, flail

Description *This towering hobgoblin warrior is clad in black plate mail festooned with spikes, barbs, and razored protrusions. He grips a mighty flail in his right hand; a hideous piece of weaponry with three spiked iron heads on a single long chain. On his left arm, the hobgoblin clutches a large round shield bearing a stylized maw with jagged, feral teeth.*

WARMASTER VARGAL OATHBREAKER'S TACTICS

Vargal is a cagey and superlative warrior, fully capable of holding his own against an entire squad of enemy soldiers. However, where Vargal excels is making his men more of a threat to more powerful enemies. He begins combat with *stunning blow*, preferably against a target within range of one or more of his allies. He then spends an action point to use *flail of Nargion* against the same opponent, leaving his enemy vulnerable to attack from his soldiers and allies. Vargal tries to stay close to his allies throughout the battle to grant them the benefit of *hit 'em hard!*

Vargal keeps a close eye on the condition of his troops, and uses *rally cry* to bring wounded allies in from battle to replace with fresh ones. He uses *hold the line* to keep

enemies from breaking apart his formations and negating his hobgoblin soldiers' *phalanx soldier* ability. Once Vargal is bloodied, he focuses on melee, using *dark blessing* to deal out tremendous punishment to his enemies, and the power of *Nargion's maw* on the first enemy to strike him.

ENCOUNTER GROUPS

Warmaster Vargal is typically encountered with hobgoblins from his three centuries. He also uses a potent bodyguard consisting of a pair of enslaved ogres.

Level 12 Encounter (XP 3,350)

- Warmaster Vargal Oathbreaker (level 8 solo soldier)
- 2 ogre savages (level 8 brute)
- 3 hobgoblin commanders (level 5 soldier)
- 2 hobgoblin warcasters (level 3 controller)

