



BRASUGA

Brasugas are mountain-dwelling giants that live among the peaks of the Basilisk's Spine. They look similar to ogres, except that they have four arms and are much more intelligent. Plus, they are less prone to temper tantrums.

The roaming gangs of the Summer Land's northern plains often hire brasugas as muscle. Brasugas grant little value to money and gold. Instead, they appreciate good company and amusing anecdotes. As such, they are fond of adventure, no matter which end of the moral/ethical spectrum those adventures may land them.

Brasuga clans generally consist of 30-50 brasugas led by a single chief. It's not uncommon for a mountain brasuga chief to have powers granted by daos. A brasuga camp with a earthshaping chief are easily identified by the prevalence of stone habitats and walls therein.

The largest clan of Brasuga were the Goun-to tribe of Vaskil Valley. When the Anorians were pushed from their homelands east of the Basilisk's Spine, the Guon-to accepted the exiled elves into their community. Although Guon-to is largely extinct now, victims of the War of the Burning Plain, their descendants maintain their strong ties with the dark elves of northern Omeria.

BRASUGA

Large giant, any alignment

Armor Class 12 (hide armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Athletics +9

Senses passive Perception 11

Languages Giant

Challenge 3 (700 XP)

Actions

Multiattack. The brasuga makes two attacks with its spears.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 + 5) piercing damage when wielded with two hands as a melee weapon.