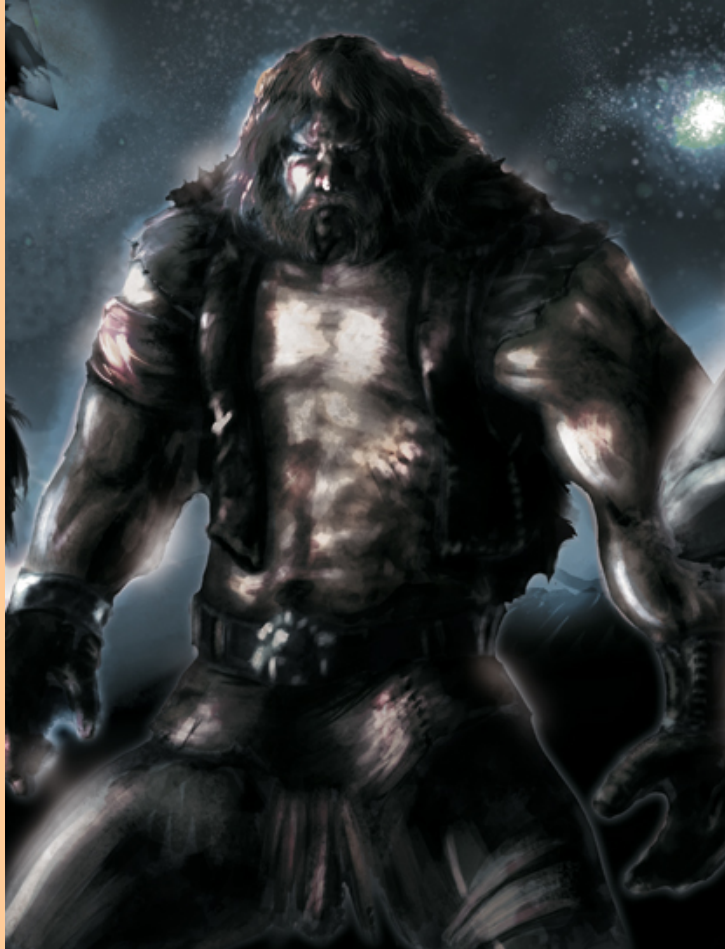# ManMountain Bates

He's bigger than big, he's taller than tall,
He's meaner than mean, and that isn't all -
He drinks straight from morning right through to the night,
He's ManMountain Bates, and he's anxious to fight.

\- From the Ballad of Black Orpheus

His real name was Hiram Ezekial Bates. He was born on the colony planet of Hera, and when he was eight years old he stood six feet two inches tall.

His parents consulted with numerous specialists. Finally, when he was twelve years old—he stood seven feet three inches tall by then—they found a doctor who could arrest his growth.

The problem was that nobody had asked Hiram *his* opinion, and the fact of the matter was that he relished the notion of being the biggest human being in the galaxy. When they finally took him to the doctor, he dislocated four vertebrae in the poor man's back, broke both of his legs, and quite literally tore his office apart.

That was the day that he became ManMountain Bates.

They put him in a home for disturbed juveniles. He battered

down the brick wall with his bare hands and took off for points unknown, surfacing some five years later on the Inner Frontier. By then he had finally reached his full growth—eight feet seven inches, and close to 575 pounds of burly, rock-hard muscle—and he worked his way through a number of menial jobs before he chucked it all and became a gambler.

"I'm ManMountain Bates!" he roared. "My father was a whirlwind and my mother was a lightning bolt! I'm Leviathan, the great beast of the murky deep!" He began pacing back and forth in front of the terrified Terwilliger. "I'm half cyclone and half tornado! I'm Behemoth, the giant hellcat of the Frontier! I was spawned in a supernova and baptized in a lake of lava!"

He was close to thirty years old the first time that Black Orpheus saw him. He was sitting in a poker game in the back room of a bar on Binder X, surrounded by five rugged miners. He'd been losing pretty heavily, and he was none too happy about it. Finally he glared around the table and announced in a loud, belligerent voice that his luck had just changed and he intended to win the next few hands.

The pot reached six thousand credits on the ensuing hand when Bates finally slammed his cards down on the table. He had a pair of sixes. Two of his opponents had flushes and one had a full house; all tossed their cards into the middle of the table, face down, and opined that they had nothing that could beat him. In a manner of speaking, they were right.

Two more such displays followed, and when Bates had recouped his evening's losses he took his money and left the game, heading deeper into the Frontier. It made a lasting impression on Black Orpheus.

Their paths crossed once more, about five years later, on Barios IV. Orpheus was attracted by the sounds of a barroom brawl and upon arriving at the scene found that ManMountain Bates had challenged the entire clientele of a sleazy spaceport bar. They were a hard-living, hard-drinking lot, prospectors and cargo hands and traders, but Bates threw them around the barroom as if they were so many toothpicks, laughing all the while in his deep bass. One after another was tossed through windows or into walls, until only Bates and Orpheus remained standing.

"Write *that* in your goddamned song!" he bellowed happily, tossing enough money on the bar to pay for the damages and walking off into the hazy night.

SANTIAGO: A Myth of the Far Future... an adventure path for D&D 4th Edition

ManMountain Bates
Level 12 Solo Brute

Large natural humanoid   XP 3,500

HP 607**; Bloodied** 304	**Initiative** +9
AC 24**; Fortitude** 31**; Reflex** 24**; Will** 21	**Perception** +9

Speed 5
Resist 5 all
Saving Throws +5; **Action Points** 2

Traits
Threatening Reach

Bates can make opportunity attacks against all enemies within his reach (2 squares).

Standard Actions
⊕ **Mighty Punch • At-Will**

Attack: Reach 2; +15 vs. AC
Hit: 2d10 + 7 damage.

⸸ **Ferocious Grab • At-Will**

Attack: Reach 2; +13 vs. Reflex
Hit: 1d10 + 9 damage and the target is grabbed.

⸸ **Bear Hug • At-Will**

Requirements: Target must be grabbed by Bates.
Attack: +13 vs. Fortitude
Hit: 4d10 + 6 damage.

⸸ **Trample • At-Will**

Attack: Bates can move up to his speed and enter enemies' spaces. This movement provokes opportunity attacks, and Bates must end his move in an unoccupied space. When he enters an enemy's space, Bates makes a trample attack; +12 vs. Reflex
Hit: 2d8 + 5 damage, and the target is knocked prone.

Minor Actions
⸸ **Fling Aside • At-Will**

Requirements: Target must be grabbed by Bates.
Attack: +13 vs. Reflex; target is pushed 5 squares and knocked prone.
Hit: 3d10 + 9 damage.

Triggered Actions
Bloodied Titan • At-Will

Trigger: Bates becomes Bloodied.
Effect (Immediate Reaction): Bates recharges Berserker Rage and makes a free Mighty Punch attack.

Other Powers
Berserker Rage • Recharge ⚅

Action: No Action.
Effect: Until the end of his next turn, Bates does +2d6 damage on a successful hit.

Skills Athletics +21, Endurance +20, Intimidate +14

Str 30 (+16)	**Dex** 16 (+9)	**Wis** 16 (+9)
Con 28 (+15)	**Int** 16 (+9)	**Cha** 16 (+9)

Alignment unaligned   **Languages** Terran