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• ABOMINABLE •



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ABOMINABLE TEMPLATE

Abominable creatures have evolved to live in the harsh and unrelenting climate of the frozen wastes. They are generally larger than their temperate-dwelling cousins and have a heavy coat of snow-white fur that allows them to blend into ice and snow. In addition, abominable creatures have developed a number of potent abilities tied to their frigid environments.

Most abominable creatures are solitary and elusive, preferring to avoid civilized areas and eke out their livings from the uninhabited wilderness. However, those with evil alignments often raid humanoid settlements for food and treasure, terrorizing the inhabitants and spawning numerous legends regarding “abominable snow men”.

Prerequisites: Beast, humanoid, or magical beast

Abominable

Beast, humanoid, or magical beast

Elite Brute or Soldier

XP Elite

Resist 5 + level cold

Saving Throws +2

Speed (ice walking)

Action Points 1

Hit Points 10 per level + Constitution score (brute) or 8 per level + Constitution score (soldier)

Numbing Aura ♦ Cold

Aura 1; enemies in the aura take a –2 penalty to attack rolls.

Level 11: Aura 2.

Level 21: Aura 3.

◀ Frost Breath (standard; encounter) ♦ Cold

Close blast 5; Level +2 vs. Reflex; 2d8 + Constitution modifier cold damage, and the target is slowed (save ends).

Level 11: 3d8 + Constitution modifier cold damage.

Level 21: 4d8 + Constitution modifier cold damage.

Rime Strike ♦ Cold

An abominable creature's melee attacks deal an additional 5 cold damage.

Level 21: 10 cold damage.

Skills Abominable creatures gain training in Stealth



EXAMPLE ABOMINABLE CREATURES

Two example monsters created with the abominable template are provided below. (See the D&D 4E *Monster Manual*)

BLIZZARD WORG

Blizzard worgs are native to the coldest regions of the Abyss, but can occasionally be found in the world in the most frigid environments. These massive predators have a nasty and evil disposition, and enjoy draining the warmth from their prey, often devouring the rigid, frost-numbed victims while still alive.

BLIZZARD WORG LORE

Nature DC 15: the demon lord Kostchtchie bred the first blizzard worgs to serve him on his frozen layer of the Abyss. However, a number of individual blizzard worgs have migrated to the world, and have begun breeding with standard worgs. The fell demonic energies that created the blizzard worg has allowed them to breed true, and there are now large packs of these terrible beasts roaming the frozen wastes and glaciers of our world.

Nature DC 20: Blizzard worgs can emit a growl that can chill an enemy to the bone, making him more susceptible to the worg's icy attacks. In addition, blizzard worgs can breathe a freezing cone of ice and sleet that can numb a victim's entire body.

BLIZZARD WORG TACTICS

A blizzard worg is an accomplished ambush predator, and stalks prey over the frozen tundra like a massive, white ghost. It opens combat with *frost breath*, hoping to kill or severely weaken its foes with the initial blast. Then, the blizzard worg charges into melee, where it relies upon its *chilling growl* to make its massive, freezing jaws even deadlier.

ENCOUNTER GROUPS

Blizzard worgs sometimes cooperate with other evil monsters living in their area, such as ogres, giants, and oni. They are also found in small groups or packs, hunting warm-blooded prey across frozen tundras and on the slopes of icy mountains.

Level 12 Encounter (XP 3,650)

- 1 oni mage (level 10 elite lurker)
- 2 blizzard worgs (level 9 elite brute)
- 3 ogre skirmishers (level 8 skirmisher)

Blizzard Worg

Level 9 Elite Brute

Large natural magical beast (cold)

XP 800

Initiative +7

Senses Perception +9; darkvision

Chilling Growl (Cold) aura 3; enemies in the aura gain vulnerable 5 cold.

Numbing Aura (Cold) aura 1; enemies in the aura take a -2 penalty to attack rolls.

HP 240; **Bloodied** 120

AC 21; **Fortitude** 21, **Reflex** 18, **Will** 18

Resist 14 cold

Saving Throws +2

Speed 8 (ice walking)

Action Points 1

⬇ **Freezing Bite** (standard; at-will) ⬆ **Cold**

+12 vs. AC; 2d6 + 6 damage plus 5 cold damage, and ongoing 5 cold damage (save ends).

⬅ **Frost Breath** (standard; encounter) ⬆ **Cold**

Close blast 5; +11 vs. Reflex; 2d8 + 5 cold damage, and the target is slowed (save ends).

Alignment Evil

Languages Abyssal

Skills Stealth +12 (+17 in ice and snow)

Str 22 (+10)

Dex 17 (+7)

Wis 10 (+10)

Con 20 (+9)

Int 7 (+2)

Cha 16 (+16)

Description *The blowing snow and sleet darkens ominously as a massive predatory shape moves through the flurry. Suddenly, a mammoth wolf, elephantine in proportion, stalks out of the winter storm. Its fur is bone-white, as are its enormous fangs, revealed as its lips curl back in a snarl.*



FROSTHORN MINOTAUR

Frosthorn minotaurs are found only in arctic or sub-arctic areas. They are larger, and stronger than standard minotaurs, although they possess the same nasty disposition as their temperate-dwelling kin. Frosthorn minotaurs usually lair in ice caves or occasionally build crude huts from ice-blocks.

FROSTHORN MINOTAUR

Nature DC 20: Frosthorn minotaurs are a particularly savage and primitive species of minotaur that live in extremely cold environments. They are evil and predatory, and often raid civilized areas for food and treasure. Frosthorn minotaurs have a number of powers related to their native element, and can breath cones of freezing sleet or chill a foe to the marrow with the slightest touch.

FROSTHORN MINOTAUR TACTICS

A frosthorn minotaur prefers to hide, and then attack from ambush, using its natural coloration to blend into the ice and snow. Once an ambush is sprung, it uses straightforward tactics, typically opening combat with *frost breath*, and then following with *goring charge* at the closest opponent. After this initial assault, the frosthorn minotaur uses its greatsword to mop up survivors.

ENCOUNTER GROUPS

Frosthorn minotaurs are often found in the company of standard minotaurs, especially those living in cold environs. They also frequently associate with other cold-dwelling monsters, such as white dragons.

Level 15 Encounter (XP 6,400)

- 1 frosthorn minotaur (level 16 elite brute)
- 2 minotaur cabalists (level 13 controller)
- 4 minotaur warriors (level 10 soldier)

Level 20 Encounter (XP 13,600)

- 1 elder white dragon (level 17 solo brute)
- 2 frosthorn minotaurs (level 16 elite brute)

Frosthorn Minotaur Level 16 Elite Brute
Large natural humanoid (cold) XP 2,800

Initiative +9 **Senses** Perception +19

Numbing Aura (Cold) aura 2; enemies in the aura take a –2 penalty to attack rolls.

HP 384; **Bloodied** 192; see also *ferocity*

AC 28; **Fortitude** 32, **Reflex** 26, **Will** 29

Resist 21 cold

Saving Throws +2

Speed 8 (ice walking)

Action Points 1

⬇ **Greatsword** (standard; at-will) ⬆ **Cold, Weapon**
Reach 2; +19 vs. AC; 2d10 + 8 damage plus 5 cold damage.

⬇ **Goring Charge** (standard; at-will) ⬆ **Cold**
The frosthorn executioner makes a charge attack: +20 vs. AC; 2d6 + 8 damage plus 5 cold damage, and the target is knocked prone.

⬇ **Icy Horns** (standard; usable only when charging; at-will) ⬆ **Cold**
+19 vs. AC; 2d6 + 8 damage plus 5 cold damage, and the target slides 2 squares.

↩ **Frost Breath** (standard; encounter) ⬆ **Cold**
Close blast 5; +18 vs. Reflex; 3d8 + 6 cold damage, and the target is slowed (save ends).

Ferocity (when reduced to 0 hit points)
The frosthorn minotaur executioner makes a melee basic attack.

Alignment Evil

Languages Common

Skills Intimidate +14, Nature +13, Stealth +14 (+19 in ice and snow)

Str 26 (+16)

Dex 12 (+9)

Wis 19 (+12)

Con 22 (+14)

Int 7 (+6)

Cha 12 (+9)

Equipment greatsword

Description *The snowdrift before you suddenly takes on a vaguely anthropomorphic shape. The beast, which had been skillfully hiding in the dense, white snow, is a large shaggy, white-furred humanoid with a pair of massive horns jutting from its skull. It draws a gargantuan sword from a scabbard across its back, lowers its head, and charges.*

For use with the 4th Edition

DUNGEONS & DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.