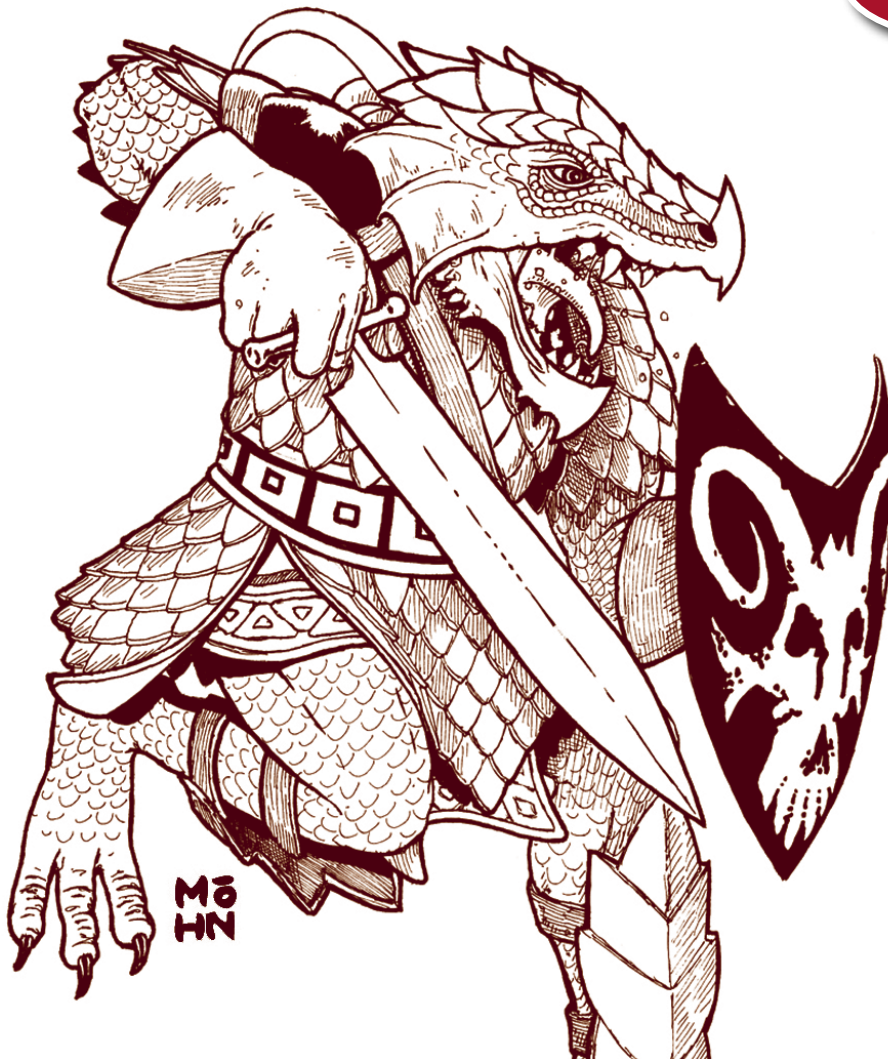


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# BLACKDIRGE'S **Bargain!** TEMPLATES

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• TEMPLAR •



AERYN "BLACKDIRGE" RUDEL

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## • TEMPLAR •

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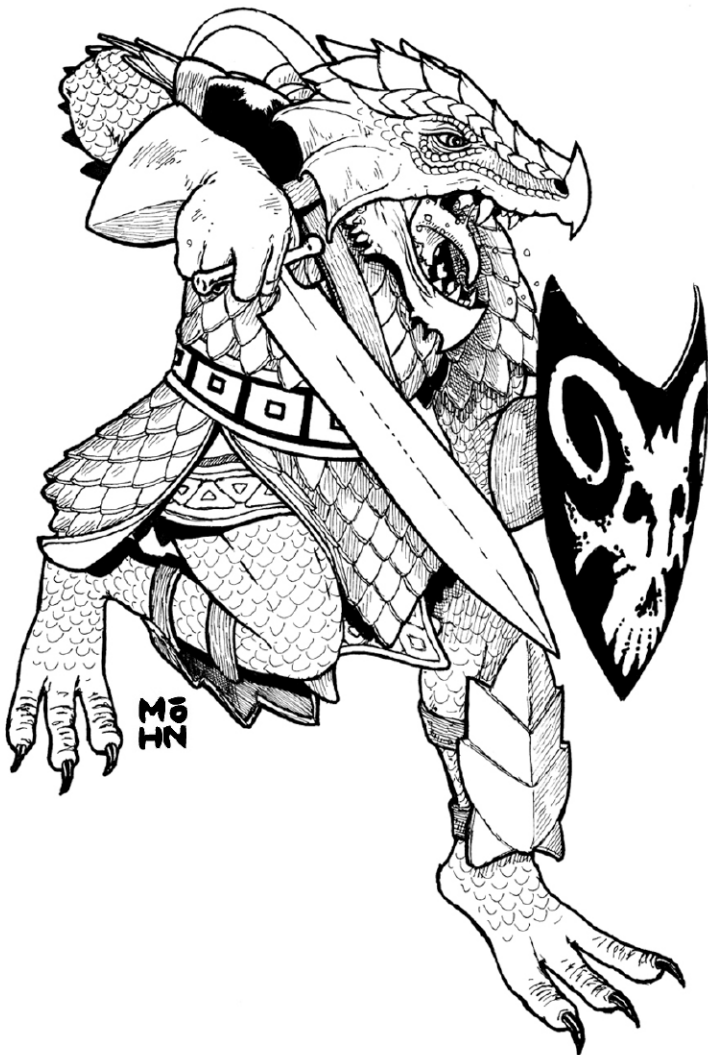


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# TEMPLAR TEMPLATE

A templar is a devout servant of a deity or even a specific cause who derives special powers and abilities through his or her devotion. Templars come in all different shades of morality, and command either necrotic or radiant energy depending on the deity or cause they serve. Most templars surround themselves with weaker servants of their masters, using their abilities to bolster and improve the powers of these lesser minions.

**Prerequisites:** Humanoid



**Templar** Elite Controller or Soldier (Leader)  
Humanoid XP Elite

**Resist\*** 5 necrotic or radiant at 1st level, 10 necrotic or radiant at 11th level, 15 necrotic or radiant at 21st level

**Saving Throws** +2

**Action Points** 1

**Hit Points** +8 per level + Constitution score

#### Arms of the Faithful

Aura 2; allies in the aura gain a +1 bonus to attack rolls.  
Level 11: Aura 3, +2 bonus to attack rolls.  
Level 21: Aura 5; +3 bonus to attack rolls.

#### ↔ Devout Burst (standard; encounter) ♦ Healing, Necrotic, Radiant\*

Close burst 3; level +3 vs. Fortitude; 1d10 + Charisma modifier necrotic or radiant damage. Allies in the burst regain hit points equal to 1d6 + Charisma modifier.  
Level 11: 2d10 + Charisma modifier necrotic or radiant damage and 2d6 + Charisma modifier hit points regained by allies.  
Level 21: 3d10 + Charisma modifier necrotic or radiant damage and 3d6 + Charisma modifier hit points regained by allies.

#### Weapon of Faith ♦ Necrotic, Radiant, Weapon\*

When attacking with its melee weapon, the devout creature deals additional necrotic or radiant damage equal to its Charisma modifier.

**Skills** A templar creature gains training in Diplomacy, Intimidate, or Religion

*\*When this template is applied, choose whether the templar creature deals necrotic or radiant damage with devout burst and weapon of faith. The creature gains the indicated amount of resistance to the type of energy chosen for these two attacks.*

## SAMPLE TEMPLAR CREATURES

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

## BLACKFIRE SLAYER

Dragonborn warriors sworn to the service of powerful undead dragons, blackfire slayers combine the ancient might of the Dragon Kings with the corrupted evil of undeath.

## BLACKFIRE SLAYER LORE

**Nature or Religion DC 13:** Blackfire slayers serve undead dragons, typically those that have become liches or vampires. These corrupted dragonborn are infused with dire negative energy and can manifest powers much like the servant of a deity. In truth, blackfire slayers are so devoted to their undead masters they do indeed draw divine power from their fanaticism.

**Nature or Religion DC 18:** Blackfire slayers can infuse their weapons with necrotic energy, creating dreadful, rotting wounds upon any touched by their cursed swords. In addition, these servants of undeath can unleash a blast of dark energy that withers the souls of their enemies, yet restores vigor to their allies.

## BLACKFIRE SLAYER TACTICS

A blackfire slayer begins combat with *dragon breath*, and then wades into melee with its longsword. It attempts to stay close to its allies in combat to grant them the benefits of *arms of the faithful*. A blackfire slayer saves its action point to use *devout burst* when both enemies and allies are bunched together.

## ENCOUNTER GROUPS

Blackfire slayers are often encountered with the lesser servants of their undead master, such as skeletons, wights, and zombies.

### Level 5 Encounter (XP 975)

- 1 blackfire slayer (level 6 controller)
- 1 deathlock wight (level 4 controller)
- 2 wights (level 5 skirmisher)

**Blackfire Slayer** Level 5 Elite Soldier (Leader)  
Medium natural humanoid, dragonborn XP 400

**Initiative** +6      **Senses** Perception +3

**Arms of the Faithful** aura 2; allies in the aura gain a +1 bonus to attack rolls.

**HP** 126; **Bloodied** 63; see also *dragonborn fury*

**AC** 21; **Fortitude** 18, **Reflex** 16, **Will** 15

**Resist** 5 necrotic

**Saving Throws** +2

**Speed** 5

**Action Point** 1

⬇ **Longsword** (standard; at-will) ⬆ **Necrotic, Weapon**  
+10 vs. AC (+11 while bloodied); 1d8 + 3 damage plus 3 necrotic damage.

⬅ **Dragon Breath** (minor; encounter) ⬆ **Necrotic**  
Close blast 3; +6 vs. Reflex (+7 while bloodied); 1d6 + 2 necrotic damage.

⬅ **Devout Burst** (standard; encounter) ⬆ **Healing, Necrotic**,  
Close burst 3; level +3 vs. Fortitude; 1d10 + 3 necrotic damage. Allies in the burst regain 1d6 + 3 hit points.

**Dragonborn Fury** (only while bloodied)  
A blackfire slayer gains a +1 racial bonus to attack rolls.

**Impetuous Spirit** (immediate reaction, when an enemy leaves an adjacent square; at-will) ⬆ **Weapon**  
The blackfire slayer makes a melee basic attack against an enemy, even if the enemy is shifting.

**Martial Recovery** (free, when the blackfire slayer misses with a melee attack; recharges when the blackfire slayer uses *impetuous spirit*) ⬆ **Weapon**  
The blackfire slayer makes another melee attack against the same target.

**Alignment** Evil      **Languages** Common, Draconic

**Skills** Endurance +9, History +4, Intimidate +8, Religion +7

**Str** 16 (+5)      **Dex** 15 (+4)      **Wis** 12 (+3)

**Con** 15 (+4)      **Int** 11 (+2)      **Cha** 16 (+5)

**Equipment** scale armor, light shield, longsword

**Description** *This dragonborn warrior wears a coat of black scale armor and carries a light shield emblazoned with a skeletal dragon head. It grips a long, double-edge sword that shines with a dark and foreboding radiance.*

## AZER TEMPLAR

Fanatical followers of the enigmatic deity of the azer, azer templars defend azer strongholds and ensure that their deity is both obeyed and respected.

## AZER TEMPLAR LORE

**Arcana DC 17:** The fiery god Zynx is an aloof and distant deity with dominion over fire, heat, and the items that can be crafted with fire. It is believed that Zynx was once a dwarven deity exiled from his brethren for some unguessable transgression who sought asylum in the fiery depths of Elemental Chaos. Over the eons since his exile, Zynx had gathered a small group of loyal azer followers, freeing them from servitude to their fire giant masters and granting them dominion over a fiery portion of the Elemental Chaos. Although Zynx is not a wicked deity, he does demand absolute obedience from the azer that worship him and employs a select group of holy warriors, called templars, to ensure that his dogma is followed to the letter.

**Arcana DC 22:** Azer templars are fanatical warriors in the service of the deity Zynx. They command the standard array of azer abilities with fire and heat, but can also call upon radiant energy to smite their foes and heal their allies.

## AZER TEMPLAR TACTICS

An azer templar attacks foes with its blazing, radiant-infused warhammer, smashing enemies with the fiery strength of Zynx. It remains near allies during combat to grant them the benefit of *arms of the faithful*, and saves *devout burst* for when the battle turns against it and its allies. An azer templar typically saves its action point to make a follow-up attack with its warhammer against an enemy it has just bloodied.

## ENCOUNTER GROUPS

Azer templars lead other azer faithful of Zynx into combat. They are also encountered with other servants of Zynx, such as hell hounds and fire archons.

### Level 17 Encounter (XP 8,400)

- 1 firebred hell hound (level 17 brute)
- 2 azer foot soldiers (level 14 soldier)
- 1 azer templar (level 17 elite controller)
- 4 azer warriors (level 17 minion)

**Azer Templar** Level 17 Elite Controller (Leader)  
Medium elemental humanoid (fire) XP 3,200

**Initiative** +12      **Senses** Perception +14

**Arms of the Faithful** aura 3; allies in the aura gain a +2 bonus to attack rolls.

**Warding Flame (Fire)** Any enemy adjacent to two or more azers at the start of its turn takes 5 fire damage.

**HP** 330; **Bloodied** 165

**AC** 31; **Fortitude** 29, **Reflex** 27, **Will** 30

**Resist** 30 fire, 10 radiant

**Saving Throws** +2

**Speed** 5

**Action Points** 1

⬇ **Warhammer** (standard; at-will) ⬆ **Fire, Radiant**  
+22 vs. AC; 1d10 + 6 damage, plus 2d6 fire damage plus 6 radiant damage.

⬅ **Devout Burst** (minor; encounter) ⬆ **Healing, Necrotic, Radiant\***

Close burst 3; level +20 vs. Fortitude; 2d10 + 6 radiant damage. Allies in the burst regain 2d6 + 6 hit points

**Clinging Flames** (immediate reaction, when an enemy within 5 squares of the azer templar takes fire damage; at-will) ⬆ **Fire**  
The enemy takes ongoing 5 fire damage (save ends).

**Alignment** Unaligned

**Languages** Giant

**Skills** Intimidate +19, Religion +15

**Str** 22 (+14)

**Dex** 18 (+12)

**Wis** 22 (+15)

**Con** 21 (+13)

**Int** 14 (+10)

**Cha** 22 (+15)

**Equipment** scale armor, heavy shield, warhammer

**Description** *This stocky humanoid resembles a dwarf in outward appearance, short and heavily muscled, but its beard and hair are composed of living flame, and its skin is a vivid orange-yellow. It is armored in a suit of golden scale mail and carries a round shield bearing a stylized symbol of a blossoming fire-burst. The fiery humanoid is armed with a stout warhammer, its head glowing cherry red from the heat coming off its owner's body.*

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.