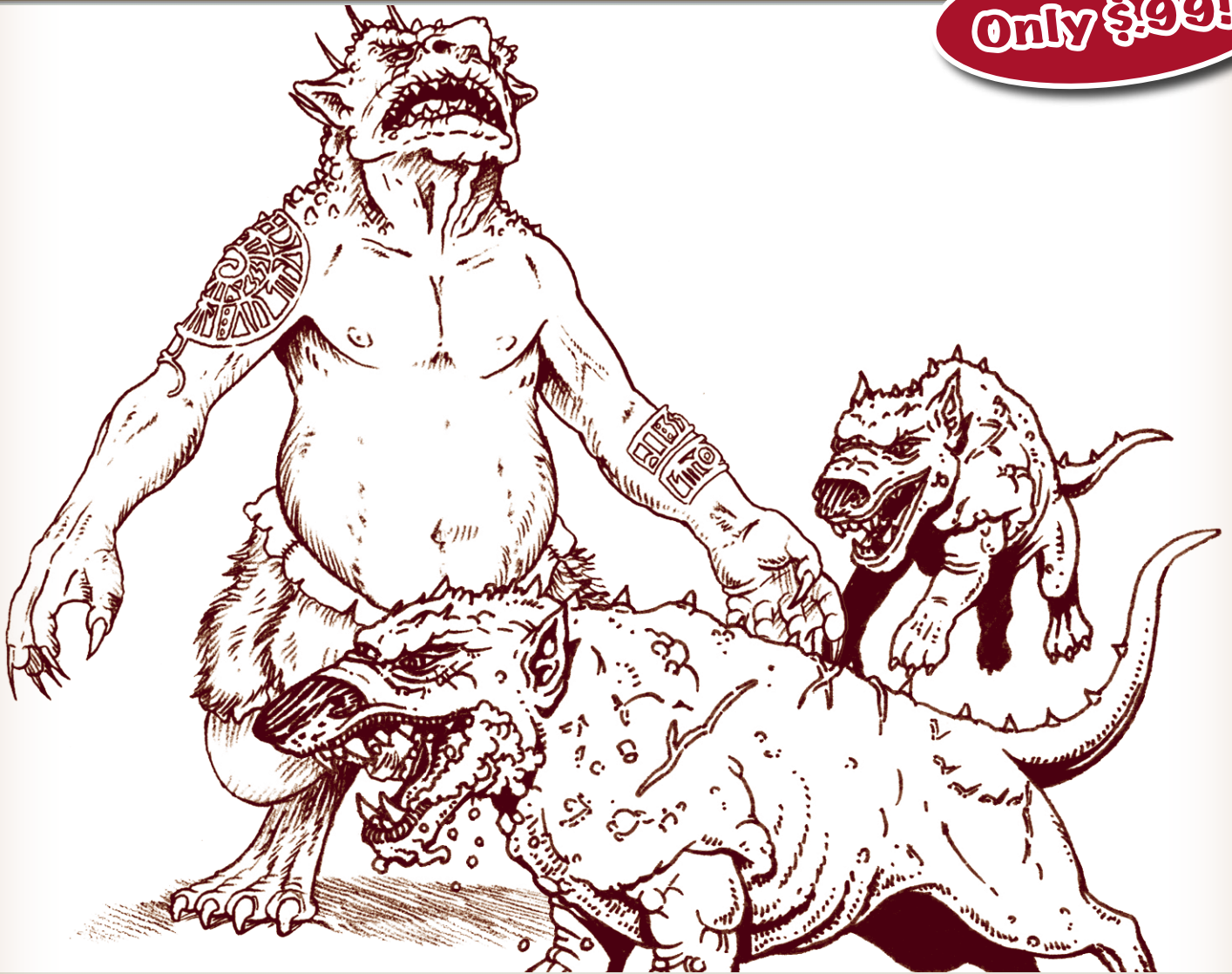


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• TROLLBORN •



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• TROLLBORN •

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TROLLBORN TEMPLATE

Trolls are fecund creatures and have been known to mate with nearly anything. The spawn of such unions are called trollborn, and they inherit much of the strength and resilience of their trollish parent.

“Trollborn” is a template than can be added to any beast, humanoid, or magical beast. It works well with brutish humanoids, such as orcs and ogres, but can also be used to turn natural beasts into terrifying monsters.

Prerequisites: Beast, humanoid, or magical beast

Trollborn Elite Brute, Skirmisher, or Soldier
XP Elite

Saving Throws +2

Action Points 1

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

Regeneration 5; if the trollborn creature takes acid or fire damage, regenerations does not function until the end of its next turn.
Level 21: Regeneration 10.

Trollish Fortitude

A trollborn creature gains a bonus to saving throws against disease and poison equal to its Constitution modifier.

Trollborn Bloodlust

The trollborn creature gains a +2 bonus to damage rolls against bloodied creatures.

Level 11: +4 bonus to damage rolls.

Level 21: +6 bonus to damage rolls.

† **Trollborn Frenzy** (free, when the trollborn creature bloodies an enemy; recharges when bloodied)

The trollborn creature makes a melee basic attack.

Skills Trollborn creatures gain training in Athletics or Endurance



lg'yok

EXAMPLE TROLLBORN CREATURES

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

TROLLHOUND

Dire wolves and trolls have been known to lair together from time to time, and occasionally a troll/wolf hybrid called a trollhound arises from this cohabitation.

TROLLHOUND LORE

Nature DC 15: Trollhounds possess the strength and ferocity of both parents, but claim their trollish parents' regeneration and fortitude. Trollhounds cooperate with both trolls and dire wolves and are usually found in the company of either or both. Lone trollhounds may ally themselves with tribes of orcs, serving as a favored pet of the tribe or even as the chieftain's mount.

TROLLHOUND TACTICS

A trollhound is utterly fearless and dives into the middle of melee as soon as combat begins. It targets the nearest enemy with its massive jaws and attempts to drag the target to the ground where it and its allies can tear the unfortunate victim to pieces. A trollhound relies on its regeneration to keep it from harm in melee, and instantly focuses all of its attacks on an enemy using fire- or acid-based attacks against it, spending an action point if necessary to bring such an opponent down.



Trollhound Level 5 Elite Skirmisher
Large natural beast (mount) XP 400

Initiative +7 **Senses** Perception +9; low-light vision
HP 134; **Bloodied** 67

Regeneration 5 (if the trollhound takes acid or fire damage, regenerations does not function until the end of its next turn)

AC 19; **Fortitude** 19, **Reflex** 18, **Will** 16

Saving Throws +2, +6 vs. disease and poison

Speed 8

Action Points 1

⬇ **Bite** (standard; at-will)
+10 vs. AC; 1d8 + 4 damage (1d8 + 6 against a bloodied target), or 2d8 + 4 damage (2d8 + 6 against a bloodied target) against a prone target.

⬆ **Trollborn Frenzy** (free, when the trollhound bloodies an enemy; recharges when bloodied)
The trollhound makes a melee basic attack.

Combat Advantage

The trollhound gains combat advantage against a target that has one or more of the trollhound's allies adjacent to it. If the trollhound has combat advantage against the target, the target is also knocked prone on a hit.

Pack Hunter (while mounted by a friendly rider of 5th level or higher; at-will) ⬆ **Mount**

The trollhound's rider gains combat advantage against an enemy if it has at least one ally other than its mount adjacent to the target.

Trollborn Bloodlust

The trollhound gains a +2 power bonus to damage rolls against bloodied creatures.

Alignment Evil

Languages —

Skills Endurance +11

Str 19 (+6)

Dex 16 (+5)

Wis 14 (+4)

Con 19 (+6)

Int 5 (-1)

Cha 11 (+2)

Description *This great wolf-like creature has scabrous green flesh covered in warts and boils and huge, bone-snapping jaws.*

ENCOUNTER GROUPS

Trollhounds are often encountered with both trolls and dire wolves. They may also be found serving large tribes of orcs, bugbears, and hobgoblins.

Level 9 Encounter (XP 2,000)

- 2 trolls (level 9 brute)
- 3 trollhounds (level 5 elite skirmisher)

IG'YOK

Breeding demons with mortal creatures to produce more powerful offspring is somewhat of a hobby for the great demon lord Demogorgon. While the majority of the offspring that come from some unions are feeble abominations slain at birth, the demon lord's breeding programs have produced a number of successful and powerful hybrids. Some of these hybrids, due to their half-mortal nature, have even fled to the natural world. Such is the case of the vile trollborn hezrou, Ig'yok.

IG'YOK LORE

Arcana DC 25: Ig'yok is a unique hezrou/troll hybrid and a product of the demon lord Demogorgon's bizarre breeding programs in the Abyss. One of the more successful hybrids produced by Demogorgon's tampering, Ig'yok gained much power and prestige in the service of the demon lord, who used the vile creature to slay mortals that displeased him. Ig'yok's mortal blood allowed him to travel to and from the natural world without the need of a mortal summoner, something no full-blood demon could accomplish. Relishing the freedom he found in the natural world, Ig'yok failed to return to the Abyss after his last mission sent him there. He has since taken up residence in a fetid swamp and has gathered a small tribe of trolls and fell trolls to serve him. Ig'yok takes pains to keep his new domain a secret, as minions of Demogorgon have begun searching for the wayward hezrou.

Arcana DC 30: Terrifying and powerful, Ig'yok has inherited the awful powers of his demonic sire plus the physical might and resiliency of his trollish parent. The result is an incredibly tough monstrosity that can recover from nearly any wound in seconds and dish out terrible punishment to his foes.

IG'YOK'S TACTICS

Ig'yok's tactics are simple: he simply wades into melee attempting to crush, bite, and rend every enemy within reach. He typically sets his variable resistances to resist both acid and fire, the only energy types that halt his regeneration. Ig'yok tries to keep his enemies within the radius of his *noxious stench*, and makes a *combination attack* each round whenever he is able. He is all but fearless, relying on his resistances and regeneration to foil enemy attacks; however, if severely wounded by acid- or fire-based attacks, Ig'yok uses his action point to escape combat.

ENCOUNTER GROUPS

Ig'yok rules over a small tribe of trolls and is usually encountered with two favored fell troll minions.

Level 22 Encounter (XP 19,500)

- Ig'yok (level 22 elite brute)
- 2 fell trolls (level 20 elite brute)

Ig'yok Level 22 Elite Brute
Large elemental humanoid (demon) XP 8,300

Initiative +16 **Senses** Perception +16; darkvision
Noxious Stench (Poison) aura 2; enemies in the aura take a -2 penalty to attack rolls. While Ig'yok is bloodied, enemies within its aura are also weakened.

HP 514; **Bloodied** 257

Regeneration 10 (if Ig'yok takes acid or fire damage, regenerations does not function until the end of its next turn)

AC 34; **Fortitude** 36, **Reflex** 32, **Will** 32

Resist 20 variable (2/encounter)

Saving Throws +2, +10 against disease and poison

Speed 6; see also *demonic step* below

Action Points 1

⬇ **Slam** (standard; at-will)
Reach 2; +25 vs. AC; 2d10 + 9 damage (2d10 + 15 against a bloodied target).

⬇ **Bite** (standard; at-will)
Reach 2; +25 vs. AC; 2d8 + 9 damage (2d8 + 15 against a bloodied target).

⬇ **Combination Attack** (standard; at-will)
Ig'yok makes one slam attack and one bite attack.

⬇ **Trollborn Frenzy** (free, when the trollhound bloodies an enemy; recharges when bloodied)
Ig'yok makes a melee basic attack.

Demonic Step
Ig'yok ignores difficult terrain, seeming to phase through it.

Trollborn Bloodlust
Ig'yok gains a +6 power bonus to damage rolls against bloodied creatures.

Alignment Chaotic evil **Languages** Abyssal
Skills Athletics +25
Str 28 (+20) **Dex** 20 (+16) **Wis** 20 (+16)
Con 27 (+19) **Int** 8 (+10) **Cha** 16 (+14)

Description *Huge and foul, this squat, frog-like humanoid is covered in slimy green skin and is armed with powerful claws and a gaping maw filled with daggers. An eye-watering stench surrounds the beast in a thick cloud of greenish mist.*

