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• VENOMOUS •



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VENOMOUS TEMPLATE

Venomous creatures are those that can produce a powerful toxin, used to kill or incapacitate their foes. Most venomous creatures are a rare but natural mutation commonly found among reptilian monsters. They appear in most ways as normal members of their species, but often bear different coloration or distinct markings. In addition, such things as puncturing fangs and a pair of venom sacs behind the jaw are indicative of the creature's poisonous nature.

Prerequisites: Beast, humanoid, or magical beast

Venomous

Beast, Humanoid, or Magical Beast

Elite Lurker or Skirmisher

XP Elite

Resist 5 poison

Level 11: 10 poison

Level 21: 15 poison

Saving Throws +2

Action Point 1

Hit Points +8 per level + Constitution score (skirmisher) or +6 per level + Constitution score (lurker)

Envenomed + Poison

A venomous creature's melee basic attack provokes a secondary attack on a hit. *Secondary Attack:* Level +3 vs. Fortitude; ongoing poison damage equal to 1 + the venomous creature's Constitution modifier (save ends).
 Level 11: Ongoing poison damage equal to 3 + the venomous creature's Constitution modifier.
 Level 21: Ongoing poison damage equal to 5 + the venomous creature's Constitution modifier.

Spew Venom (minor; recharge ☼☼☼) + Poison

Ranged 5; level +3 vs. Reflex; 1d6 + Constitution modifier poison damage, and the target is blinded until the end of the venomous creature's next turn.
 Level 11: 2d6 + Constitution modifier poison damage.
 Level 21: 3d6 + Constitution modifier poison damage.

Venom Master

A venomous creature's attacks with the poison keyword ignore up to 5 points of its target's poison resistance.
 Level 21: Ignore up to 10 points of poison resistance.

Skills Venomous creatures gain training in Stealth



SAMPLE VENOMOUS CREATURES

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

BLIGHTSCALE LANCER

Certain tribes of lizardfolk are possessed with a rare mutation that allows them to generate a potent toxin in glands behind the jaw. Although this mutation does not occur in every lizardfolk in such a tribe, it is common enough to give such tribes a distinct advantage over their enemies.

BLIGHTSCALE LANCER LORE

Nature DC 15: Blightscale lancers are elite warriors in lizardfolk tribes that bear a rare, venomous mutation. They can generate a potent toxin from venom sacs behind their jaws, and either coat spear and arrowheads with poison or even spit streams of venomous saliva at foes.

Nature DC 20: The venom of a blightscale lancer is rumored to be so toxic that even those resistant to poison have little chance of avoiding its dire effects.

BLIGHTSCALE LANCER TACTICS

A blightscale lancer begins combat by spitting venom at the most likely spellcaster among its foes, hoping to blind such an individual. It then enters melee with its venom-coated spear, targeting the nearest enemy warrior. It uses *sidestep attack* to set up flanking attacks with allies, and uses its action point when *spew venom* recharges.

ENCOUNTER GROUPS

Blightscale lancers often lead groups of lizardfolk raiders. They also enjoy the company of other venomous creatures, and frequently keep giant vipers and other poisonous creatures as pets.

Level 6 Encounter (XP 1,350)

- 1 greenscale marsh mystic (level 6 controller)
- 2 blightscale lancers (level 4 elite skirmisher)
- 2 deathrattle vipers (level 5 brute)

Blightscale Lancer Level 4 Elite Skirmisher
Medium natural humanoid (reptile) XP 350

Initiative +6 **Senses** Perception +8

HP 116; **Bloodied** 58

AC 18; **Fortitude** 17, **Reflex** 14, **Will** 13

Resist 5 poison

Saving Throws +2

Speed 6 (swamp walk)

Action Points 1

⚔ **Spear** (standard; at-will) ⚔ **Poison, Weapon**
+9 vs. AC; 1d8 + 3 damage, and the blightscale lancer makes a secondary attack against the same target. *Secondary Attack:* +7 vs. Fortitude; ongoing 5 poison damage (save ends).

⚔ **Sidestep Attack** (standard; at-will) ⚔ **Poison, Weapon**
The blightscale lancer shifts 1 square and makes a melee basic attack.

☞ **Spew Venom** (minor; recharge ☹☹☹) ⚔ **Poison**
Ranged 5; +7 vs. Reflex; 1d6 + 4 poison damage, and the target is blinded until the end of the blightscale lancer's next turn.

Venom Master

A blightscale lancer's attacks with the poison keyword ignore up to 5 points of its target's poison resistance.

Alignment Unaligned

Languages Draconic

Skills Athletics +10, Nature +8, Stealth +9

Str 17 (+5)

Dex 15 (+4)

Wis 12 (+3)

Con 18 (+6)

Int 8 (+1)

Cha 8 (+1)

Equipment light shield, spear

Description *This robust lizard man has deep green scales and a bright red crest with a single yellow eyespot. It grips a crude iron-tipped spear and carries a wicker shield.*

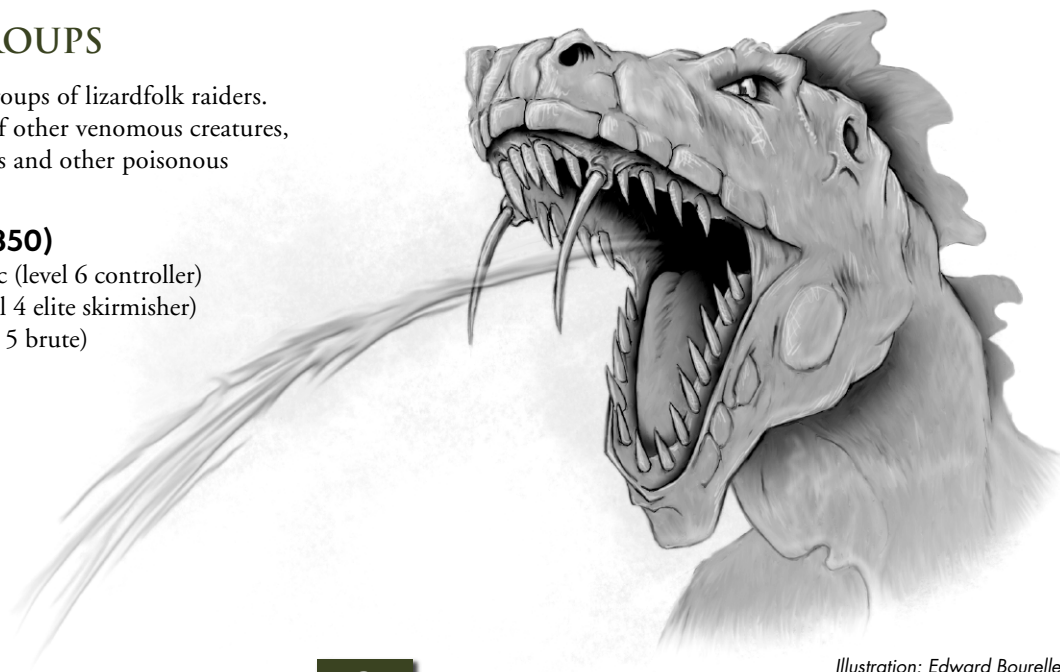


Illustration: Edward Bourelle

SCOURGEWING VROCK

The unending chaos of the Abyss has given rise to many strange and loathsome creatures, many of which are simply extreme mutations of more common demons. The scourgewing vrock is such a creature, and is typically found on Abyssal layers choked with poisonous gasses or thick with jungles full of venomous creatures.

SCOURGEWING VROCK LORE

Arcana DC 20: Scourgewing vrockes hail from Abyssal layers where venomous creatures are common. They are somewhat tougher than standard vrockes, and combine a number of venomous attacks with a vrock's standard array of offense abilities. A number of demon lords with dominion over poison use scourgewing vrockes as elite skirmishers in their demonic hordes.

Arcana DC 25: Scourgewing vrockes have a number of potent venomous attacks. Their long claws can inject poison directly into an enemy's flesh, and they can vomit forth a stream of poisonous bile that both blinds and envenoms.

SCOURGEWING VROCK TACTICS

A scourgewing vrock prefers to attack from the air, using *flyby attack* to rake enemies with its venomous claws. It targets spellcaster and enemies with ranged attacks with *spew venom* while in the air. When forced to enter melee on the ground, the scourgewing vrock begins combat with *stunning screech*, and then spends an action point to rip into the nearest enemy with its claws.

ENCOUNTER GROUPS

Scourgewing vrockes are often encountered with other poisonous creatures, and may lead groups of common vrockes in demonic hordes.

Level 14 Encounter (XP 5,200)

- 1 scourgewing vrock (level 13 elite skirmisher)
- 1 medusa warrior (level 13 elite soldier)
- 2 medusa archers (level 10 elite artillery)

Scourgewing Vrock Level 13 Elite Skirmisher
Large elemental humanoid (demon) XP 1,600

Initiative +12 **Senses** Perception +13; darkvision

HP 268; **Bloodied** 134; see also *spores of madness*

AC 27; **Fortitude** 25, Reflex 23, Will 23

Resist 10 poison, 10 variable (2/encounter; see glossary)

Saving Throws +2

Speed 6, fly 8; see also *flyby attack*

Action Points 1

⬇ **Claw** (standard; at-will) ⬆ **Poison**

Reach 2; +18 vs. AC; 2d8 + 6 damage, and the scourgewing vrock makes a secondary attack on the same target. *Secondary Attack*: +16 vs. Fortitude; ongoing 9 poison damage (save ends).

⬇ **Flyby Attack** (standard; at-will)

The vrock flies up to 8 squares and makes one claw attack at any point during that movement. The vrock doesn't provoke opportunity attacks when moving away from the target of the attack.

➤ **Spew Venom** (minor; recharge ⓂⓂ) ⬆ **Poison**

Ranged 5; +16 vs. Reflex; 2d6 + 6 poison damage and the target is blinded until the end of the scourgewing vrock's next turn.

↩ **Stunning Screech** (standard; recharge Ⓜ)

Close burst 3; deafened creatures are immune; +17 vs. Fortitude; the target is stunned until the end of the scourgewing vrock's next turn.

↩ **Spores of Madness** (free, when first bloodied; encounter) ⬆ **Poison**

Close burst 2; demons are immune; +16 vs. Will; 1d10 + 4 poison damage, and the target is dazed (save ends).

Venom Master

A scourgewing vrock's attacks with the poison keyword ignore up to 5 points of its target's poison resistance.

Alignment Chaotic evil **Languages** Abyssal

Skills Bluff +15, Insight +13, Stealth +15

Str 23 (+12) **Dex** 19 (+10) **Wis** 15 (+8)

Con 22 (+12) **Int** 12 (+7) **Cha** 19 (+10)

Description *This horrific avian monster stands upright on two powerful, bird-like legs, and is covered in virulent green feathers. Its hands and feet are both equipped with long, ripping talons, and its vulture-like head features a sharp, tearing beak.*

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.