



Kingdoms of Kalamar

VILLAIN DESIGN HANDBOOK

v.3.5

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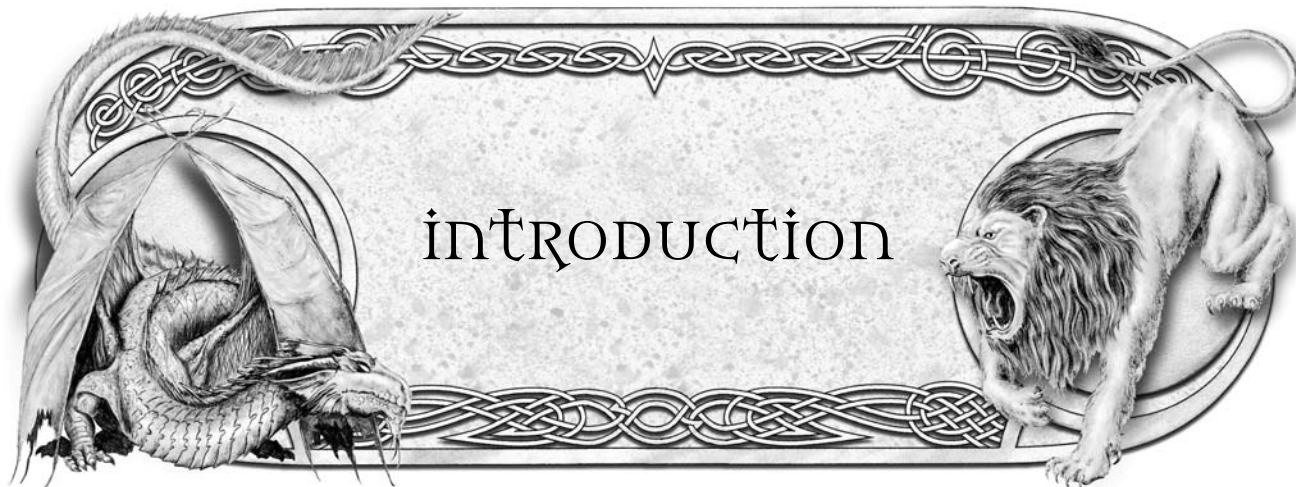
PUBLISHER'S NOTE:

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When you play Dungeons & Dragons, you create fictional characters that interact in an imaginary world. This is a lot like improvisational acting. As a Dungeon Master, you are constantly making up the story as you go along, based on the notes you prepared in advance. The *Villain Design Handbook* is intended to help you prepare information on the adversaries that your players will face, in order to create a more believable and enjoyable experience for everyone involved.

With this Kingdoms of Kalamar campaign resource, the DM now has the tools to make a wide variety of useful, recurring opponents with plausible backgrounds and understandable motivations. These villains come from all walks of life, be they the social outcast who decides to poison an entire village for revenge like Gharr the evil cleric from the *Lands of Mystery* book, the evil sorcerer hell-bent on opening a portal to the Abyss, the necromancer cleric who simply seeks to bring everyone into the joys of undeath like Jonyez the butcher, evil cleric from the *Harvest of Darkness* book or the patriotic king who is preparing to wage war to reclaim lost lands like King Joto of Shynabyth.

ABOUT THIS BOOK

With new rules for D&D and new sourcebooks and adventures being released all the time, how should this book be used in an ongoing campaign? First, it should be used as a starting point to help Dungeon Masters (DMs) organize their thoughts and ideas for creating villainous characters. Secondly, this book will prove invaluable as a resource that a DM can mine over and over again for ideas, as his campaign and characters grow.

The dynamic villain you create with this book will be able to grow with the Player Characters (PCs), as well as create new challenges and adapt to the PCs' strategies. A DM who plans on allowing an evil PC or two in his campaign, or even a campaign filled with only evil PCs, will also find new feats and flaws that can be adapted to suit his players.

VERSION 3.5

This book has been updated with the version 3.5 rules for D&D. While nearly all of the information and rules herein can be used with version 3.0, all page and table numbers refer to the version 3.5 core rulebooks.

ORGANIZATION

The *Villain Design Handbook* (VDH) presents information in the order in which you will need it to design the perfect villain for your campaign.

STEREOTYPES AND BEYOND (CHAPTER 1):

This chapter begins by explaining what it means to be a villain. It also provides suggestions for how to create villains using various combinations of races and classes. Chapter One also details possible villain alignments and information on how to avoid obvious stereotypes. You will also learn about variant game rules specifically related to villains, such as experience points, power levels, good-aligned and supernatural villains.

ARCHETYPES (CHAPTER 2):

This chapter lists the six primary villain archetypes and includes detailed examples and explanations of each. Within each archetype, a range of subtypes are set out with personality profiles. This chapter is rich with basic villain concepts useful in any DM's campaign.

INSIDE THE MIND OF A KILLER (CHAPTER 3):

This chapter deals with the psychology of villains, their motivations and obsessions. Such details help the DM determine a particular villain's schemes and objectives as the plot thickens for the player characters.

WHERE MONSTERS DWELL (CHAPTER 4):

Setting the stage for a great adventure demands careful consideration. The next logical step in creating a memorable villain is to determine his base of operations. This chapter discusses ideas for placing your villains and their lairs in cities, dungeons and wilderness areas.

THE HEAD OF THE SERPENT (CHAPTER 5):

This chapter describes the villain's place in secret societies and other organizations. Here you will learn about villains who have an organization to back up their nefarious doings, and how the relationships within that organization affect the villain, as well as how they affect your PCs and your entire campaign.

NEW VILLAINOUS RULES (CHAPTER 6):

This chapter describes several new and innovative rules for adding personality to your villainous characters. Also included are details on using these rules as player options.

PRESTIGE CLASSES (CHAPTER 7):

This chapter describes new prestige classes that are available to all characters, though they have certain qualities that make them particularly attractive to villains. The majority of these prestige classes focus on organizations specific to the KINGDOMS OF KALAMAR campaign setting.

SPELLS (CHAPTER 8):

This chapter details new spells that you may make available to your villains of appropriate classes. After your players get a taste of them, you may feel free to make them available to player characters as well.

WICKED THINGS (CHAPTER 9):

The items described herein are magical tools that a DM can use to arm a villain, his lackeys or henchmen. They often convey a useful benefit but are just as likely to come with some significant baggage. As a DM, this is advantageous because it might make the PCs think twice about taking and keeping these spoils for their own use once they have defeated their nemesis.

DANGEROUS DENIZENS (CHAPTER 10):

A variety of creatures roam the lands of Tellene, hunting, raiding and killing simply to survive. Others stand guard over their treasures like a greedy miser, though some obey the command of a greater power. This chapter discusses such creatures and details several templates to add to your villains, including ghouls, mummies, skeletons, wights, wraiths and zombies.

DISCLAIMER:

This book describes villainous characters and their evil deeds. It is for use with a role-playing GAME. Players are not meant to emulate any of the characters or activities described in this book. The ideas contained herein are merely intended to provide for a richer role-playing experience by giving the Dungeon Master the ability to create more interesting adversaries with which to challenge his player characters.

When this text refers to "you," it may refer to and mean either the DM or "your villain." The context of the sentence should clearly tell you which is correct.

FINAL NOTE:

Though this book does occasionally refer to people and places within the world of Tellene and the KINGDOMS OF KALAMAR campaign setting, it is not limited to that setting. The DM can apply the ideas and rules within this book to any current official D&D campaign.

VILLAIN DESIGN PROCESS

Designing a villain for use in a Kingdoms of Kalamar® Dungeons & Dragons™ game, like creating a Player Character (PC), is easiest when one uses a systematic method. First, photocopy the Villain Record Sheet in the Appendix of this book. Then make sure you have something to write with, some extra paper to write on and up to five six-sided dice. Using the steps below you will soon find yourself on the way to making the perfect villain for your campaign!

0. Concept

When a player wants to make a PC, he or she needs a concept; an idea of what he or she wants in the character. It is no different for villains. The first task in creating a villain is to find a concept that fits with your Kingdoms of Kalamar campaign and will give your players a sufficient challenge. This could be an aggressive and powerful warlord like Emperor Kabori himself, a cold and calculating wizard like Daresh of Skarrna or the sinister head of a thieves' guild like Gremply Slivers of Prompeldia: City of Thieves, for example. You will find many ideas for your campaign in Chapter 1: Stereotypes and Beyond and other Kingdoms of Kalamar supplements and adventures.

1. Select Class and Race

Now that you have determined your villain's concept, you should have a clear idea of his class and race. The standard classes available include the barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer and wizard. Variant classes described in the KINGDOMS OF KALAMAR Player's Guide include the Basiran dancer, brigand, gladiator, infiltrator, shaman and spellsinger. Choosing one of these character classes for a villain should put the adversary on more of an even par with the PCs. However, if it will make sense with the villain's background you can also choose one of the Non-Player Character (NPC) classes available in the *Dungeon Master's Guide* such as adept, aristocrat, commoner, expert or warrior. Available races are dwarf, elf, gnome, half-elf, half-orc, halfling and human. The KINGDOMS OF KALAMAR campaign setting also includes hobgoblins and half-hobgoblins, as well as several sub-races for the primary human and humanoid races. Chapter 1: Stereotypes and Beyond offers some suggestions on the strengths and weaknesses of particular races and classes as villains.

The DM should consider his villain's class and race simultaneously, because some races are better suited to some classes. For example, a villainous dwarven spellsinger is a very unlikely combination. Record your villain's racial and class features on the Villain Record Sheet.

Because villains most often start out at high levels, you may also take this opportunity to choose a prestige class for your villain. Prestige classes include those listed in the *Dungeon Master's Guide* as well as those in the supplemental guidebooks published by Wizards of the Coast. You will also find new prestige classes in the KINGDOMS OF KALAMAR Player's Guide, as well as in the back of this book.

2. Character Level

To determine the appropriate character level of your villain, add up the character levels of the PCs in your group, including multiclassed, and divide by the number of PCs. This is one way to determine the power level of the campaign. Another way is to consider the value of treasure, equipment and magic items

your characters possess. Compare this value to Table 5-1 in the *Dungeon Master's Guide*. If one or more of your player characters has valuables in an amount that is appropriate for a higher level character, consider his or her character level as that higher level for purposes of determining the power level of the campaign. Then find the average character level based on the total number of PCs. Now you have the (current) power level of your campaign. Of course, the power level will change as the PCs advance in level, or as old characters die and new characters join the group. In general, a villain's character level needs to be equal to or greater than the power level of your campaign.

3. Ability Scores

Where the players must roll dice for their ability scores, the DM may choose the ability scores of her villain, rather than roll. While any scores are theoretically possible, the DM should take care not to make her villain too powerful for the PCs to defeat (unless that is the intention). If you decide to roll dice, the *Dungeon Master's Guide* (page 169) lists eight optional variants of dice-rolling that might be appropriate for your villain.

Place the highest scores in the abilities that are most important to your villain, being sure to modify any ability scores up or down as appropriate to your villain's race. Also note that if your villain is of 4th, 8th, 12th, 16th or 20th level, you may raise one of his or her ability scores by 1 point (per every four levels attained).

If your villain's Constitution modifier increases by +1, you should add a further +1 to his hit point total for each character level. For example, Don decides to create an 4th-level villain. If Don raises the villain's Constitution ability score from 11 to 12, the villain receives 4 hit points. If Don created a 12th-level villain, he could raise the Constitution score to 14, for a total of 24 (2x12) hit points. Add these hit points before rolling for hit points (step 4 below).

4. Assign Hit Points

To determine your villain's hit points, you first need to determine the villain's Hit Die type (located on page 23 of the *Player's Handbook* for the standard classes). At 1st level, your villain gets the maximum hit points rather than rolling. For example, a barbarian with a Hit Die type of d12 gets 12 hit points. If your villain is higher than 1st-level, roll one Hit Die for each additional level she has (beyond 1st-level), adding the results together. Note that a high Constitution score will also give you bonuses to the hit point total.

5. Choose Feats

Like other classes, all villains get one feat at 1st level, plus one additional feat at 3rd level and every three levels thereafter. Also, humans receive a bonus feat at first level, while fighters and wizards get extra class-related feats chosen from special lists (see Table 3-9 and Table 3-18 in the *Player's Handbook*).

When assigning feats to your villain, you have more options than a heroic PC. This is because villains in the Kingdoms of Kalamar setting have the option of gaining extra feats by taking anti-feats. See Chapter 6: New Villainous Rules for more information.

6. Choose Skills

Like PCs, villains gain skill points at 1st level and each additional level, depending on their class and Intelligence modifier. Human villains get an additional skill point at each level (4 for 1st level). When facing a well-rounded party, the villain will not be better at every skill, but a few of the villain's important skills (from the villain's point of view) should be more highly developed. Against a party of fighters, a good choice of villain might be a veteran officer or warlord. The warlord should have better weapon skills, better riding skills, Knowledge skills focusing on war and tactics and perhaps a few other skills higher than the party. By creating a villain that outmatches the PCs, the DM forces them to think. Of course, it must be possible for the PCs to defeat the villain... eventually.

7. Determine Bonuses

Unless you are planning to create a 1st-level villain, you need to figure your villain's higher base attack bonus and base save bonuses, determined by his level. The base attack bonus for barbarians, fighters, paladins and rangers increases by +1 per level, while other characters advance at a slower rate. Base save

Sample file

VILLAIN		CAMPAIGN		ORGANIZATION(S)	
CLASS		ARCHETYPE		SUBTYPE	
RACE		SUB-RACE		ALIGNMENT DEITY	
ABILITY NAME		ABILITY SCORE		TEMP. MODIFIER	
STR		DEX		CON	
INT		WIS		CHA	
GRAPPLE		RANGED		SAVING THROWS	
WEAPON		WEAPON		WEAPON	
ARMOR/PROTECTIVE ITEM		SHIELD/PROTECTIVE ITEM		ARMORITIVES	

VILLAIN RECORD SHEET

LEVEL: 10 ORGANIZATION(S): Kingdoms of Kalamar

CLASS: ARCHETYPE: SUBTYPE:

RACE: SUB-RACE: ALIGNMENT: DEITY:

ABILITY SCORES: STR: DEX: CON: INT: WIS: CHA:

TEMP. MODIFIERS: STR: DEX: CON: INT: WIS: CHA:

HP: 4 AC: 10 BASE ATTACK: 7 INITIATIVE:

SKILLS (UNTRAINED/TRAINED):

SKILL	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
APPRAISE	INT				
BALANCE	DEX*				
BUFF	CHA				
CLIMB	STR*				
CONCENTRATION	CON				
CRANE	INT				
DIplomacy	CHA				
Disguise	CHA				
Escape Artist	DEX*				
Forgery	INT				
GATHER INFORMATION	CHA				
Heal	WIS				
Hide	DEX*				
Intimidate	CHA				
JUMP	STR*				
Listen	WIS				
MOVE SILENTLY	DEX*				
PANTHIME	WIS				
PERFORMANCE	CHA				
POISON	CON				
RESEARCH	INT				
SEARCH	INT				
SENSE MOTIVE	WIS				
SERVOFORM	WIS				
SIN	WIS				
SWIM	STR*				
USE ROPE	DEX				

