



# Heroes, Villains, and Monsters

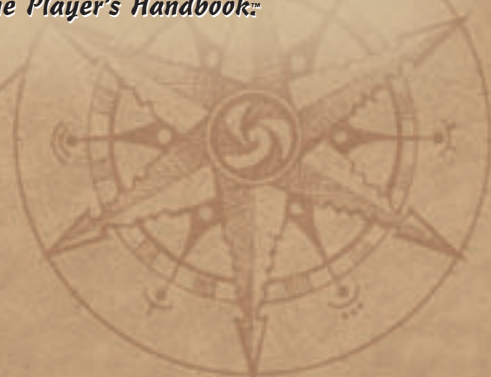
*The corners of Théah hold dangers  
you can scarcely fathom...*

The world is not a safe place. Around every bend, behind every tree, beyond the next sand dune lies fabulous wealth and imminent death. The path you take, the weapon you raise, the spell you cast — every decision you make brings you face to face with the creatures of Théah. Some wear human faces like the sinister Prince Villanova or the dreaded Captain Reis. Others are monsters with no earthly origin: man-eating sirens, the horrible Schattenmann and the inhuman Sidhe.

*Heroes, Villains and Monsters* contains a plethora of new threats and dangers for your swashbuckling campaign. You and your fellow adventurers will be called upon to uncover the world's darkest secrets and perhaps become the stuff of legends yourself.

- Over 60 of Théah's most terrifying creatures, sinister villains and valiant heroes — complete with stats and guidelines for placing them in your world.
- Numerous ready-to-play templates, suitable for any campaign.
- Fully compatible with d20 System™ rules.

*To use this companion, a Game Master also needs a copy of Swashbuckling Adventures™, published by Alderac Entertainment Group, inc. and the Dungeons & Dragons® Player's Handbook™, Third Edition and DUNGEON MASTER'S GUIDE™ published by Wizards of the Coast.® A player needs only Swashbuckling Adventures™ and the Player's Handbook™.*







# Heroes, Villains and Monsters

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NANCY: MY THANKS TO THE BEST CREW A CAPTAIN COULD HAVE ASKED FOR!

STEVE: THANKS TO KENT AND JAMES FOR THIRD EDITION STYLE CHECKING.

DANA: TO MY KIDS BEN, EMILY AND TYLER. THE HERO, THE VILLAIN AND THE MONSTER. JUST DON'T ASK ME WHICH IS WHICH.

NOAH: THE NEXT TIME YOU WIN THE BATTLE, REMEMBER TO THANK THE VILLAIN.

ANDREW: FOR JONAH MEDEIROS. THIS WOULDN'T HAVE BEEN POSSIBLE WITHOUT YOU, AND I WISH YOU COULD HAVE BEEN HERE FOR THIS.

JIM: THIS IS FOR ALL THE LITTLE KIDS WHO COULDN'T MAKE IT HERE TODAY.

LES: TO MICHAEL PETROVITCH, WHO IS BOTH A TRUE HERO AND A TRUE FRIEND.

ERIK: FOR VALORY, WHO INSPIRES ME TO BE A BIGGER HERO THAN I WAS YESTERDAY, EVERYDAY.

**Dedication:**

TO HAYDEN CHRISTENSEN, ALEC GUINNESS, MARK HAMIL, SAMUEL L. JACKSON, JAMES EARL JONES, CHRISTOPHER LEE, IAN McDIARMID, EWAN MCGREGOR, LIAM NEESON, FRANK OZ, RAY PARK, DAVID PROWSE, AND SEBASTIAN SHAW. THE DARKNESS AND THE DAY.

To use this companion, a Dungeon Master also needs the *Player's Handbook*,™ the *DUNGEON MASTER's Guide*™ and the *Monster Manual*.™ A player needs only the *Player's Handbook*™

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ISBN 1-887953-64-7



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# Introduction

Reis slid the Setine key into its slot and felt it click into place. The Castillian was right all along, he thought to himself. A pity he didn't want to share...

It had taken some convincing to leave the rest of the crew behind, but in the end, they remained aboard the Roger as he ordered. Riant had given him several suspicious glances, but the bosun wouldn't dare cross him, and even Andre had looked nervous at the notion of entering Cabora's alien landscape. Only the captain had entered the island, and only he would claim the prize.

The machinery beneath him began to hum, and he was suddenly filled with an inexplicable sense of power. He flexed his fingers and smiled with delight. Was that all it took? Javier had said nothing about further steps, only when and where the key must be inserted. Perhaps there was no more to it than that.

"Immortality," he whispered quietly, "All mine."

He suddenly became aware of a presence behind him.

\*\*\*

"Bloody" Bonnie McGee stared up at her nemesis as he slid the Syrneath artifact into place. She saw him as if in a waking dream — near and yet distant. The man who had sunk her ship, butchered her crew, slain her captain. The terror of the seven seas, turning to look her in the eye as she approached the conical structure on which he perched. His murderous scythe hung at his belt, but she wasn't afraid. She drew her blades — it felt like the most natural thing in the world — and met his gaze with steely resolve.

"Let's finish this, you and I."

He leapt down from the top of the structure to land a short ways away. His scythe was in his hands almost instantly.

"You have proven quite troublesome, my dear. Had I more time, I would love to question you on your remarkable tenacity."

"My father always said I dinnae know when to quit."

His lips curled in a sinister smile. "I suspect he lived to regret such tenacity. A pity you won't. Are you ready to conclude our business, little girl?"

"Are you?"

In answer, he raised the scythe and charged.

Every swashbuckling adventure needs a villain at its core. Without villainy, the heroic derring-do on which the genre thrives has no purpose. The bad guys may be larger than life or quiet as a mouse, well-meaning or utterly irredeemable, but their schemes are the fulcrum on which swashbuckling adventures turn. A great villain can turn a decent adventure into a truly memorable one... while a mediocre villain can sink even the strongest gaming session.

The world of Théah is a haven for potent adversaries. Not only does it contain a plethora of sinister men and women who would stop at nothing to achieve their goals, but all manner of monstrous creatures hide within its dark corners. The foes it provides are often human, but might just as easily be some unknown beast, striking fear into the hearts of anyone unfortunate enough to cross its path. And for every unholy abomination — for every monster, both human and otherwise, who threatens the lives of innocent people — there is a hero ready to oppose it, a noble spirit willing to oppose evil in all its myriad forms. Tales of their conflicts have become the stuff of Théan legend.



This book is designed to provide a variety of adversaries, and a few allies, for a swashbuckling campaign. They can serve as nobles plotting in court, bloodthirsty pirates on the high seas, or strange monsters from distant lands unseen by men. They can be as close to the PCs as a whisper, or engineer plans that reverberate from hundreds of miles away. They can be as humble as the girl next door, or as powerful as the mightiest king. But all of them will provide a potent challenge to any party worth its salt.

The first chapter contains a dozen villains from the world of Théah, designed to serve as foils for your PCs. Though they come from the world of 7th Sea, they can easily be integrated into any campaign. Each entry provides tips on how to fit the villain into your world, as well as background information, pertinent stats, and any new skills or abilities which he or she may possess.

The second chapter holds twelve heroic Théan figures, suitable as allies or contacts for your party. Like the villains, they include new skills and ability descriptions in addition to statistics and background, and while they are based in Théah, they can quickly be converted to any high fantasy/restoration-era setting.

The third chapter contains numerous inhuman monsters from Théah's shores. Many lurk in unexplored islands or far out to sea but a few — such as the alien Sidhe or the diabolic Schattenmann — dwell in the heart of Théan civilization. Each entry contains standard d20 stats and the monsters can easily be used in any fantasy-style campaign.

Finally, the Appendix contains a series of templates for the new PC classes described in the *Swashbuckling Adventures* handbook. With them, you will be able to quickly generate statistics for any swashbuckling NPC you see fit.

### Character Abbreviations

The statistics for heroic and villainous NPCs (i.e., those found in Chapters One and Two) utilize the following abbreviations:

**CR:** The character's challenge rating, representing the average level of a group of player characters (assume four characters with full wound points and appropriate equipment) for which the NPC would make a moderately difficult encounter.

**SZ:** The character's size (usually Medium).

**HD:** The character's Hit Dice, as determined by his or her class.

**hp:** The character's current hit points.

**Init:** The character's modification to initiative rolls.

**Spd:** The maximum speed the character can cover in a single move (usually 30 ft.)

**AC:** The character's armor class, including any modifications as noted.

**Atks:** All of the character's physical attacks, including specific weapon types, and to hit and damage modifications.

**SA:** Any special attacks which the character might possess, listed in alphabetical order.

**SQ:** Any other special qualities the character might possess, listed in alphabetical order

**Str:** The character's Strength rating.

**Dex:** The character's Dexterity rating.

**Con:** The character's Constitution rating.

**Int:** The character's Intelligence rating.

**Wis:** The character's Wisdom rating.

**Cha:** The character's Charisma rating.

**AL:** The character's alignment.

**Skills:** Any skills the character might possess, along with each skill's score.

**Feats:** Any feats which the character might possess.

### Monster Abbreviations

Monster statistics (i.e., those found in Chapter Three) utilize most of the same entries as the NPCs stats, above. Those that don't are listed below:

**Size/Type:** The creature's size and type, as described in the *Dungeons and Dragons Monster Manual*.

**Face/Reach:** The amount of space the creature needs to fight effectively (in terms of square feet), followed by the creature's natural reach (i.e., how close an opponent needs to be for the creature to attack it with its natural weaponry)

**Climate/Terrain:** The locales where the creature most commonly frequents. Some entries denote specifics than regions in addition to a more general climate type.

**Organization:** The kinds of groups the creature might form, including the numbers in which it is most frequently encountered.

**Treasure:** How much wealth (in whatever form) the creature may possess.

**Advancement:** The entries describe only the most common or typical specimen of the creature in question. This entry show how powerful the creature can become in terms of additional Hit Dice.

### Template Abbreviations

The templates in the Appendix utilize the following abbreviations:

**Lvl:** Class level.

**Init:** The modification to initiative rolls, as above.

**Spd:** Speed, as above

**Wpn 1 and Wpn 2:** Bonuses to the character's primary, and secondary weapon (as listed in the appropriate entry)

**F/R/W:** The character's bonuses to Fortitude, Reflex, and Willpower saves.

**Skills:** The rankings for the character's three most pertinent skills, as listed. Skill abbreviations are Alch (Alchemy), Diplo (Diplomacy), Disg (Disguise), Intim (Intimidate), Knowl (Knowledge), MoveSil (Move Silently), Prof (Profession), SenseM (Sense Motive), SpellC (Spellcraft), and WildL (Wilderness Lore).





## CHAPTER ONE: *Villains*

### *What is a Villain? Using Opponents*

*Swashbuckling Adventures* is a game for and about heroes. It is about performing deeds of derring-do and swashing your buckler all over the place. Characters who carefully weigh all the odds before entering the fray or need not apply.

When players enter the world of *Théah* — or any gaming universe with a similar style — they expect to be participating in a swashbuckling tale in which they are the heroes. The role of a hero in a swashbuckling world is fairly specific. He is always unequivocally on the side of good, he almost always fights not only for treasure but for some higher goal, he wins the object of his affection and he always fights and defeats a vast array of opponents, both human and monstrous.

The fact is a hero needs opponents. Without them, he's just a big handsome oaf waving a sword at no one in particular. In fact, the opponents a hero faces, and how he or she faces them, can to some extent define him or her. If a hero has to deal with the soldiers of the local *patrón* and chooses to deal with them from the shadows, appearing occasionally in a mask and dark cape, that is one specific kind of hero. If he is constantly threatened by muscular warlords and their hosts, and chooses to attack them directly, that is a different kind of hero, and a different kind of game. So carefully choosing the opponents becomes an important part of defining the campaign... and defining the heroes' place in that world.

Since the type of opponent a hero faces has a lot to do with the feel of a campaign, you have to make sure that the villain and the campaign are a logical fit. It is very frustrating to come up with a perfect villain only to realize that he is totally inappropriate for your campaign.

Obviously the main criteria for any campaign is the players' preferences. Do they enjoy court intrigue? Military campaigns? Piratical adventures? Sometimes the issue can come down to what kinds of opponents the players prefer. Some groups are at their happiest when they are mowing down hordes of less powerful creatures. Others prefer to deal with one big monster, while still others find creatures of any kind boring and prefer to go up against human villains. Most groups prefer a mix of all of the above; finding the right proportion for your group is an important part of getting the tone of your game right.

Once you know what kind of story you're going to tell, the next step is to set it up. The usual pattern for a swashbuckling story is similar to that of most video games: a series of increasingly difficult challenges that the hero must overcome, culminating in a final challenge which represents a real (or at least perceived) danger of defeat. Victory in this final challenge defines both the adventure and the adventurer. In most cases, the challenges are in the form of an opponent of some kind, and all opponents in well-told swashbuckling tales should follow certain guidelines. A great deal of the impact an opponent has on the players (and therefore on the story) results from the players' immediate reaction to him or her. When an opponent is