An Enemies Book for Fantasy Hero

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Sample file
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INTRODUCTION

One of the things every good Fantasy Hero GM struggles with is creating just the right types of enemies for the heroes in his campaign. It doesn't take much work to quickly make a "generic" wizard, Orc chieftain, or dragon — but characters like that don't have much flavor. To truly be a memorable villain, an adversary the player characters (and players!) will remember with a sort of grudging admiration, an enemy has to be more than just numbers on a character sheet. He needs a history, personality, goals, and special abilities. But creating characters like that game after game can tax the creativity of even the best GMs.

To save you some of that work and create a common group of adversaries for Fantasy Hero gamers everywhere, Nobles, Knights, And Necromancers presents dozens of evil sorcerers, fiendish dragons, corrupt noblemen, and wily thieves for use in your campaigns. Chapter One, Lords Of Evil, details four “master villains” with the power and resources to challenge any group of heroes; the Lord of Spiders, spymaster for the Hargeshite Empire of Vashkhor; Sargath the Vampire Lord, usurper of Dragosani; Thorg Split-Chin, a powerful Orc chieftain, and his main followers; and Zargoraath Khrom, the Yellow King, a Val Char and a sorcerer-warrior of great skill.

Chapter Two, Fiendish Organizations, has groups of adversaries to oppose your team of heroes. It includes: the Baragon Coven, a cabal of malicious witches; Kal-Turak’s Lieutenants, several of the Ravager’s most powerful servants; the Red Talon Guild, a group of wicked slavers; the Sarresharan Regency, a council of ambitious nobles and merchants ruling Sarreshar until the King and Queen return; the Silver Guild, a gang of thieves led by Ylragi of the Seven Daggers; the Three Deaths, a trio of powerful assassins; and Zeletar’s Blades, a skilled and ruthless band of adventurers.

The third and longest chapter of the book, Mercenaries And Mages, features enemies who work by themselves, or whom you can team together as you see fit. Here you’ll find everything from sellwords to mad alchemists, wickedly clever dragons, Ogre chiefs, bandit lords, greedy thieves, evil wizards, and Hargeshite priests and spies... plus everything in between.

In this book you’ll find villains built on fewer points than most starting Fantasy heroes, and some built on hundreds more. Sometimes it’s not possible to define a villain properly on 150 Character Points, and it’s preferable to build a villain right rather than to follow rigid point restrictions or nebulous concepts of “points efficiency.” Villains, after all, aren’t the central focus of the campaign, so you don’t have to worry as much about campaign standards as you do with PCs (who are always on center stage) when creating them.

SPELLS AND ENCHANTED ITEMS

Many of the characters in this book have spells or magical items from The Fantasy Hero Grimoire, The Fantasy Hero Grimoire II, or The Turakian Age, bought following the rules for Turakian magic (see The Turakian Age, page 230). In most cases the information about these spells (such as how they’re built using the HERO System rules) is not included in this book for space reasons — just refer to the Grimoires and The Turakian Age for the full spell descriptions if necessary. If you don’t own those books, the name of the spell or item usually provides some hint about what it does, allowing you to create your own version.

In some cases, references to spells or magic items in other books include a page reference using the following abbreviations: FH, TA, FHG1, FHG2.

USING THIS BOOK

Although the characters in Nobles, Knights, And Necromancers are tied to the Turakian Age setting published by Hero Games, you can adapt them to your game in just a few seconds if you’re not using that campaign. Just change the background, and perhaps the name, and voilà! — you’ve got a new villain for your heroes to confront. Similarly, you should feel free to re-arrange or revise the villains in this book to suit your campaign. If you’d rather have Nalgar Fourblades working with the Red Talons than Kelgar Coalbeard, you can easily make the change. If you need more groups instead of solo adversaries, pick some likely candidates from Chapter Three and group them into a gang. If Zargoraath Khrom is too powerful for your game, decrease his Characteristics and the Active Points in his spells and powers. Each character comes with a “Campaign Use” section that includes suggestions on how to make him stronger or weaker in case you have to adapt him to the power level of your campaign. After all, each game is a little different, so not every published character fits every GM’s preferences as-is. The Campaign Use section also discusses possible ways to integrate the character into your game, interesting plot hooks associated with him, and how he’d function as a Hunted.

As an enemies book, Nobles, Knights, And Necromancers is designed primarily for use by GMs. If you’re not a GM, you may still find it useful as a source of example powers and character ideas, but get the GM’s permission to read it. Some GMs may prefer to keep the information in this book secret until they reveal it during game play, and may not ever want players to read villains’ character sheets.
chapter one:

MASTER VILLAINS
THE LORD OF SPIDERS

Val | Char | Cost | Roll | Notes
---|------|------|------|------
8  | STR  | -2   | 11-  | Lift 75 kg; 1½d6 [2]
14 | DEX  | 12   | 12-  | OCV: 5/DCV: 5
13 | CON  | 6    | 12-  |
15 | BODY | 10   | 12-  |
23 | INT  | 16   | 14-  | PER Roll 14-
18 | EGO  | 16   | 13-  | ECV: 6
20 | PRE  | 10   | 13-  | PRE Attack: 4d6
8  | COM  | -1   | 11-  |
4  | PD   | 2    | Total: 4 PD (0 rPD)
4  | ED   | 1    | Total: 4 ED (0 rED)
3  | SPD  | 6    | Phases: 4, 8, 12
5  | REC  | 0    |
26 | END  | 0    |      |
26 | STUN | 0    | Total Characteristics Cost: 76

Movement: Running: 3”/6”

Cost Spells
- 2 Cure Illness (FHG 246)
- 2 Hospin’s Healing Touch (TA 249)
- 3 Nightwalker’s Mantle (TA 253)
- 6 Radiant Bolt (FHG 252)
- 1 Shield Of Faith (FHG 254)
- 1 Skyfather’s Judgment (TA 255)

Powers
- 1 Long-Lived: Life Support (Longevity: ages at half normal rate)
- 3 Observant: +1 to PER Rolls with all Sense Groups
- 6 Old And Fat: Running -3” (3” total)

Perks
- 12 Contact: Hierakte of Vashkhor (extremely useful Skills/resources, access to major institutions, significant Contacts of his own, good relationship)
- 10 Contact: High General Durakan of Vashkhor (extremely useful Skills/resources, access to major institutions, significant Contacts of his own)
- 10 Fringe Benefit: Espionage Rank: Spymaster of Vashkhor
- 5 Fringe Benefit: Religious Rank: Basa-Robat
- 1 Fringe Benefit: Right To Marry
- 10 Money: Wealthy

Talents
- 5 Eidetic Memory
- 12 Turn Undead

Skills
- 3 Acting 13-
- 3 Bribery 13-
- 3 Bureaucratics 13-
- 3 Concealment 14-
- 3 Conversation 13-
- 10 Cramming (x2)
- 3 Cryptography 14-
- 5 Deduction 15-
- 3 Disguise 14-
- 3 High Society 13-
- 3 Interrogation 13-
- AK: Vashkhor 14-
- CK: Marasa 14-
- 3 KS: Enemies Of Vashkhor 14-
- 3 KS: The Espionage World 14-
- 3 KS: Hargeshite Religious Doctrine 14-
- 14 Network Of Spies And Informers: KS: What’s Going On In Arduna 25-

- 1 Language: Aarnese (basic conversation; Central Khorian is Native)
- 1 Language: Besruhani (basic conversation)
- 1 Language: Ilurian (basic conversation)
- 2 Language: Sirrenic (fluent conversation)
- 1 Language: Trade-Tongue (basic conversation)
- 1 Language: Velkaran (basic conversation)
- 1 Language: Vestrian (basic conversation)
- 1 Language: Literacy
- 3 Lipreading 14-
- 3 Lockpicking 12-
- 3 Oratory 13-
- 3 Persuasion 13-
- 13 Power: Faith 18-
- 2 PS: Brew Poison 11-
- 2 PS: Hargeshite Priest 11-
- 3 PS: Spy 14-
- 3 PS: Spymaster 14-
- 3 Security Systems 14-
- 3 Seduction 13-
- 3 Sleight Of Hand 12-
- 3 Stealth 12-
- 3 Streetwise 13-
- 4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 212
Total Cost: 288
Chapter One

75+ Disadvantages

10 Hunted: Hierakte of Vashkhor (Mo Pow, NCI, Watching)
15 Hunted: Alarch Larenath of the Anvilites (As Pow, NCI, Watching)
15 Psychological Limitation: Vashkhoran Patriot (Common, Strong)
10 Psychological Limitation: Devout Hargeshite (Common, Moderate)
20 Social Limitation: Subject To Orders (Very Frequently, Major)

143 Experience Points

Total Disadvantage Points: 288

Background/History:

He's so old now that no one else remembers his real name — and he deliberately forgot it a long time ago. What purpose serve childhood memories now? Only when he went to Ebistan Derende to begin his training as a priest do his memories snap into focus, so bright-edged they could cut like a blade were they not so cherished. His days at the ebistan are the last he remembers as being truly care-free, though he knew it not at the time; then the work seemed endless and the task-masters harsh. But the learning and the rituals, these were things of joy.

When the gods made him a robat, he left the temple to journey the world, preach on their behalf, and cleanse Evil as they permitted him to. Many adventures he had, many monsters he slew, and much gold he recovered for the glory of the church — but it was his last adventure in Tor Vilos that changed the course of his life.

While resting in the city, he and his adventuring companions, one the son of a Tor Vilan nobleman, became embroiled in a murder mystery involving several members of the city's nobility. When they solved the mystery, clearing from suspicion a relative of the Emperor’s, the Emperor himself called them to the halls of Zaruldinah and rewarded them personally. Throughout the adventure he kept his eyes open and asked the right questions, learning a great deal more about Sirrenic society than the Empire might have wished. After receiving his reward, he returned to Marasa and reported what he had learned to the Hierakte’s spymaster.

Impressed with his cleverness and skill, the spymaster had him assigned to work as a spy permanently. Many a dark and dangerous mission he conducted, traveling into enemy lands and learning what his masters wished to know. In time he rose in the ranks, eventually giving up adventuring to command other adventurers. With skill and precision he built up a network of spies, informers, contacts, friends, traitors, and helpers throughout Vashkhor, Mhorecia, and beyond. When the old spymaster died — and not a natural death, according to certain dark rumors that swirl through Marasa to this day — the Hierakte wisely appointed him to the position.

In the decades since then, he's come to serve that Hierakte's son with the same fervent loyalty he showed the father. His network of spies has grown and grown, forming a vast, dark web of conspiracy, intrigue, and secrets. And at the center of that web he sits, seeing all, hearing all, knowing all, and striking ruthlessly — the Lord of Spiders.

Personality/Motivation:

The Lord of Spiders is first and foremost devoted to the safety, security, and political and military ascendancy of the Hargeshite Empire of Vashkhor. Like nearly all high-ranking Vashkhorans he's a priest, but his religious fervor...