Lost Villains

The original draft of the Rogues Hall of Fame for
Guild of Shadows contained thirty villains, but three
of them were dropped before final publication, as it
was felt they were more "villain" than "rogue".

Rather than lose these villains to the annals of
time, I've decided to turn them into an unofficial final
page for the Rogues Hall of Fame. Enjoy!

– Richard "Zadmar" Woolcock.

Cardinal Richelieu

A clergymen and noble with great ambitions,
Cardinal Richelieu sought to consolidate royal power
to ensure French dominance in the Thirty Years' War.
He is considered one of the greatest politicians in
French history.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength
d4, Vigor d4
Skills: Intimidation d8, Knowledge (Politics) d8,
Knowledge (Religion) d8, Notice d8, Persuasion d8,
Stealth d6, Streetwise d8
Charisma: +4; Pace: 5; Parry: 2; Toughness: 4
Hindrances: Elderly, Vengeful (Minor), Greedy
(Minor)
Edges: Charismatic, Noble, Scholar

Grendel

A large and monstrous creature who took the
shape of a man, Grendel would creep into the mead-
hall of Heorot during the night and murder those
who slept within. He was described as a descendant
of the Biblical Cain, and referred to as a "shadow
walker", for he always remained shrouded in
darkness.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength
d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Stealth
d6, Survival d6, Tracking d4
Charisma: –8; Pace: 6; Parry: 6; Toughness: 7
Hindrances: Bloodthirsty, Ugly, Outsider
Edges: Alertness, Brawny, Night Eyes

Morgan Le Fay

The eldest of nine sisters, Morgan Le Fay was a
powerful enchantress who studied under Merlin. She
was said to have extraordinary healing powers, was
capable of commanding wild beasts, and could
transform into any animal.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength
d6, Vigor d6
Skills: Fighting d4, Healing d8, Knowledge (Arcana)
d8, Notice d6, Persuasion d6, Spellcasting d8,
Streetwise d4
Charisma: +2; Pace: 6; Parry: 4; Toughness: 5
Hindrances: Vengeful (Major), Enemy (Minor: Queen
Guinevere), Stubborn
Edges: Arcane Background (Magic), Attractive
Powers: Beast Friend, Healing, Shape Change