

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 clergyman 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