

Bleeding Edge Villains

by Robert J. Schwalb

Within each of Green Ronin's *Bleeding Edge Adventures* is a compelling adventure designed to take advantage of the robust options and innovative concepts of the *d20 system*. The adventures provide compelling plots and engaging characters, all of which work to provide gaming groups with exciting play experiences that promise to keep them coming back for more. To demonstrate these features, Green Ronin is proud to present a collection of sinister foes for GMs to incorporate into their games. Each character includes a short history, advice for using the character with a Bleeding Edge adventure and a stat-block. Each villain is perfect for expanding play in any of these fantastic offerings.

KLAX

Mansion of Shadows

"Don't cry little one, candy will make you fat."

Having slipped through a planar rent that connected the Material Plane to the dismal layers of Gehenna, Klax has delighted himself by thieving anything he can from the beleaguered people of Staufendorf.

KLAX **CR 3**

Male furtivin* rogue 1

**Book of Fiends*

NE Small outsider (daemon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +4, Spot +4

Languages Abyssal, Common, Draconic, Elven, Halfling; telepathy 100 ft.

AC 19, touch 18, flat-footed 12
(+1 size, +7 Dex, +1 natural)

hp 28 (4 HD); fast healing 1

Immune acid and poison

Resist cold 10, electricity 10, fire 10, evasion

Fort +6, **Ref** +13, **Will** +3

Spd 30 ft. (6 squares)

Melee +1 *short sword* +12 (1d4/19–20) or

Melee slam +11 (1d3–1)

Base Atk +3; **Grp** –2

Atk Options sneak attack +1d6

Combat Gear 2 tanglefoot bags

Spell-like Abilities (CL 3rd):

At will – *cause fear* (DC 9), *invisibility*, *knock*,
lesser confusion (DC 9)

1/day – *dimension door*

Abilities Str 8, Dex 25, Con 16, Int 14, Wis 11,
Cha 6

SQ trapfinding

Feats Deft Hands, Weapon Finesse

Skills Balance +15, Climb –1 (+1 ropes),
Escape Artist +12 (+14 ropes), Hide +15,
Jump +6, Listen +3, Move Silently +12, Open
Locks +13, Search +7, Sleight of Hand +15,
Spot +4, Survival +0 (+2 follow tracks),
Tumble +15, Use Rope +14 (+16 bindings)

Possessions combat gear plus +1 *short sword*,
masterwork thieves' tools, sack of 240 gp

Klax stands just over two-feet tall and weighs about 25 pounds. Like others of his kind, he is small and frail with spindly arms and legs and with a series of leathery ridges marching up his back. His face is monstrous, ears extending from either side of his triangular head. He has little use for clothing and carries only a leather bag, stolen from a local after he stabbed him to death with his sword. The delicate fingers of his slender hands are almost always gooey from stolen sweets he's come to favor.

Using Klax

Klax is a daemon of greed and avariciousness oozes from his person. He steals everything and anything he can, regardless of actual value, preferring instead to deprive others of things, regardless of its value. Taking the crutch from a one-legged man is just as attractive as lifting the last pig out of a starving family's pen. It's not that he needs any of the things he steals, and in fact, he leaves his takings in one of the many caves the riddle the mound beneath the Staufendorf castle, he must rob folks because by doing so, he spreads misery and suffering by making victims of every person he encounters.

The player characters might encounter Klax while exploring the Staufendorf, perhaps even becoming one of the daemon's victims. A

group of well-armed, potentially rich characters is too good of a target for Klax to pass up and so once he spots them, he follows them around at a distance, sneaking forward to snatch an item when he can. This continues until the PCs finally catch him in the act, at which point he flees using *dimension door*. Pursuing characters are in for a merry chase through some dangerous territory, possibly leading the PCs into adventures of your own design.

SHORGAD THE UNSUBTLE

Beyond the Towers

"Have you seen a man named Frank?"

Squatting on the edge of the Carrion Swamp is a filthy little outpost called Lonely Shore. This isolated speck of a town caters to trappers, rangers, and other men of dubious character. Shorgad the Unsubtle has come here to find a man named Frank. He's going to find him and when he does, he's going to kill him because that's what he's been paid to do.

SHORGAD THE UNSEEN CR 3

Male hobgoblin ranger 3

LE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Goblin

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)

hp 19 (3 HD)

Fort +5, **Ref** +6, **Will** +3

Spd 30 ft. (6 squares)

Melee mwk battle axe +6 (1d8+2/×2)

Ranged mwk composite longbow (Str +2) +7
(1d8+2/×3) or

Ranged mwk composite longbow (Str +2)
+5/+5 (1d8+2/×3) with Rapid Shot

Base Atk +3; **Grp** +5

Atk Options Point Blank Shot, Rapid Shot, favored enemy (humans)

Combat Gear *elixir of hiding*, *elixir of sneaking*, 2 *potions of cure light wounds*, 2 tanglefoot bags, 5 smokesticks

Abilities Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 8

SQ wild empathy +2 (–2 magical beasts)

Feats Endurance^B, Point Blank Shot, Rapid Shot^B, Stealthy, Track^B

Skills Hide +11, Listen +7, Move Silently +15, Spot +7, Survival +7, Swim +8

Possessions combat gear plus mithral shirt, masterwork battle axe, masterwork composite longbow (Strength +2) with quiver of 20 arrows, backpack, waterskin, one day's trail rations, bedroll, sack, flint and steel, 3 torches, 4 gp

Shorgad is a thick-boned hobgoblin, with the ruddy complexion and patchy tufts of gray fur common to most goblinoids of his breed. He wears a heavy gray cloak ovetop of a fine mithral shirt he received as payment a few jobs back. He has a slight lisp and when he talks, the right side of his upper lip draws up revealing a sharp brown incisor.

Using Shorgad

What he lacks in personality, he makes up for in efficiency. He's made a name for himself by never double-crossing his employers, a fact that keeps him employed. He specializes in hunting down humans since they're usually easy, careless prey prone to making mistakes. When sent out to kill his victims, Shorgad knows many of his targets surround themselves with allies, making a direct confrontation with his axe difficult. Therefore, the hobgoblin can and does stalk his prey for several days, and picking him off with a few well-placed shots with his bow.

When Shorgad arrives in Lonely Shore, he asks a few questions about Frank, but since most people are close-lipped (to say nothing of their general disdain for goblinoids), he's been forced to skulk about, listening to conversations and looking for clues about just who, exactly, Frank is. Frank eventually learns someone's come for him. If he flees, the killer would suspect him, so Frank approaches Shorgad, claiming to be Professor Stewart. He claims his employer, the real Professor Stewart, is actually Frank. Shorgad buys the story and waits for the chance to kill the old man, but before he can, the real professor heads out into the swamp. Shorgad follows, waiting for the chance to strike.

KASTAASS

Dirge of the Damned

"You will pay for your trespass!"

The serpentines are distant cousins of the serpent people that ruled much of the world in ages past. When the great catastrophe befell their empire, the serpentines and other survivors fled to make new homes where they could. Like the serpent people, the serpentines have begun to stir and now set out to carve out a new empire for themselves.

KASTAASS CR 5

Male serpentine wizard 1

CE Medium monstrous humanoid (reptilian)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +6, Spot +6

Languages Abyssal, Common, Draconic, Giant, Serpentine, Sylvan

AC 21, touch 15, flat-footed 16
(+5 Dex, +1 armor, +5 natural)

hp 37 (4 HD)

Fort +4, **Ref** +8, **Will** +5

Spd 40 ft. (8 squares)

Melee mwk scimitar +5 (1d6+1/18–20) and bite –1 (1d3 plus poison) and claw –1 (1d3) and tail slap –1 (1d6) or

Melee bite +4 (1d3+1 plus poison) and claw –1 (1d3) and tail slap –1 (1d6)

Ranged javelin +8 (1d6+1)

Base Atk +3; **Grp** +4

Atk Options Combat Expertise, poison

Combat Gear *potion of cure moderate wounds, potion of sanctuary, scroll of blink, scroll of fireball, 2 scrolls of invisibility, wand of magic missile* (CL 5th, 10 charges)

Wizard Spells Prepared (CL 4th):

2nd – *blur, protection from arrows, scorching ray* (ranged touch +8)

1st – *disguise self, expeditious retreat, shield, summon monster I*

0 – *acid splash* (ranged touch +8), *detect magic, prestidigitation, resistance*

Abilities Str 12, Dex 20, Con 16, Int 17, Wis 16, Cha 10

SQ familiar (none)

Feats Combat Casting, Combat Expertise, Scribe Scroll^B

Skills Concentration +7, Hide +9, Jump +8, Knowledge (arcana) +6, Listen +6, Move Silently +10, Search +6, Spellcraft +10, Spot +6, Use Magic Device +4 (+6 scrolls)

Possessions combat gear plus masterwork scimitar, 2 javelins, *bracers of armor* +1

Spellbook all prepared plus all cantrips; 1st – *cause fear, charm person, chill touch, silent image*; 2nd – *invisibility*

Poison (Ex) injury, Fortitude DC 15, initial and secondary damage nauseated for 2d4+2 minutes.

Kastaass wears a heavy green cloak to conceal his features, but those who watch him long enough cannot help but notice the tip of a reptilian tail peaking out and swishing on the ground. The cloak's hood conceals his grotesque snake-like features. Bright green and yellow scales cover the entirety of his body.

Using Kastaass

Professor Stewart and the reptilian bandits described in *Beyond the Towers* weren't the only ones interested in the ruin. After the player characters left the ziggurat, Kastaass and a band of other serpentines located the site and explored the contents. Finding the place plundered, the group was enraged. The emerged from the Carrion Swamp and set upon Lonely Shore, killing and torturing the folks there until they learned the identities of the PCs (who should likely have at least a little something from the ruin). Kastaass and his fellows picked up the party's trail and are about a week's travel behind the PCs. Along the way, several of the serpentines fell victim to bandit attacks, monstrous threats, and even disease, until only Kastaass remains. Alone, insane, and craving vengeance, he will hunt the player characters until the ends of the earth.

BUTCHER

A Dreadful Dawn

"Drink deep the pain, for it feeds my power."

The cult of the slaughter god hatches sinister conspiracies in the tiny village of Erburg. Driven by their perverse will to kill and ruin the townsfolk and the noble that governs them, they've set their sights on a small inn with the intent of creating an undead abomination to drive the locals mad with fear. As the cult makes ready its preparations, they have invited a paragon of their filthy religion to bless their handiwork. Named Butcher, this paladin of slaughter has come a great distance, crossing the Towers to take part in the unfolding horror of his fellows' wicked plot.

BUTCHER CR 6

Male cambion human paladin of slaughter 4
CE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Listen +5,
Spot +5

Aura debilitating (10 ft.)

Languages Abyssal, Common

AC 23, touch 11, flat-footed 22
(+1 Dex, +9 armor, +3 shield)

hp 43 (6 HD); **DR** 5/magic

Immune disease, poison

Resist acid 10, cold 10, electricity 10, fire 10;
SR 15

Fort +10, **Ref** +8, **Will** +5

Spd 20 ft. in full plate (4 squares), base speed
30 ft., fly 30 ft. (average)

Melee +1 *heavy pick* +11/+6 (1d6+5/×4) and
bite +5 (1d6+2) or

Melee 2 claws +10 (1d4+4) and
bite +5 (1d6+2)

Base Atk +6; **Grp** +10

Atk Options smite good 2/day (+5 damage)

Special Actions deadly touch 16 points/day
(melee touch +10, DC 16 Will half), rebuke
undead 7/day (+6, 2d6+5, 1st)

Combat Gear 2 *potions of cure light wounds*,
potion of sanctuary

Spells Prepared (CL 2nd):

1st – *protection from good*

Spell-like Abilities (CL 4th):

At will – *detect good*

3/day – *darkness*

1/day – *desecrate, unholy blight* (DC 18)

Abilities Str 18, Dex 16, Con 15, Int 10, Wis 12,
Cha 18

SQ strong aura of evil

Feats Cleave, Great Cleave, Improved
Initiative, Power Attack^B

Skills Bluff +9, Concentration +6, Diplomacy
+12, Disguise +4 (+6 acting), Handle Animal
+8, Intimidate +11, Knowledge (religion) +5,
Knowledge (the planes) +5, Listen +5, Ride
+10, Sense Motive +6, Spot +5, Survival +1
(+3 on other planes)

Possessions combat gear plus +1 *full plate*
with armor spikes, heavy steel shield, +1
heavy pick, heavy warhorse, bit and bridle,
military saddle, backpack, waterskin, one
day's trail rations, bedroll, sack, silver
unholy symbol of the slaughter god

Debilitating Aura (Su) All opponents within
10 feet take a -1 penalty to Armor Class.

Deadly Touch (Su) As the paladin's lay on
hands ability, except Butcher deals damage
instead of curing it. Targets may attempt DC
16 Will saves for half damage. He may use
deadly touch to cure damage to undead
creatures as *inflict* spells do.

The blood of demons flows hotly through Butcher's veins, imbuing him with incredible power. Such is his might that he drew the baleful attention of the slaughter god, who raised him up to be his dreadful servant and one day to be his hand in the world. Butcher wears dull black full plate armor decorated with six-inch spikes on which he impales bits of flesh he harvests from his victim. Emerging through the specially crafted plate protects his back are two great leathery crimson wings, torn from his many conflicts. He wears a heavy iron helm wrought to resemble a frightened child's face to inspire dread in all his foes.

Using Butcher

Butcher is an approaching storm, a violent force drawing inexorably closer to the oblivious town of Erburg. He is ruthless and brutal, killing anyone and anything in his path. His arrival should occur after the attack on the Laughing Badger, but before the characters go to confront the cult in their lair.

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