



The Complete Book of Villains

Rick Swan

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A paranoid warlord, a bitter drow priestess, a power-mad archmage, a sly dwarven assassin - not all the characters in the AD&D game went the way of the heroes. Villains - being dedicated to committing evil - are the most dangerous of all foes, and thus the most useful of all tools that a DUNGEON MASTER has to create a memorable campaign. This book presents the most complete guidelines ever offered on creating villains for role-playing games.

The Complete Book of Villains Details

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Summer says

Don't let the fact this is a gaming book fool you. This is actually a great little tool for anybody writing a fantasy story for building awesome antagonists. Each chapter delivers excellent advice for creating a character that is both realistic, ambitious, and frightening for your heroes to have to face off against.
