

Villain Design Handbook (Dungeons & Dragons: Kingdoms of Kalamar Supplement)

By D. Andrew Ferguson, Brian Jelke, Mark Plemmons, Don Morgan, Jarrett Sylvestre

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This Kingdoms of Kalamar supplement is perfect for the Dungeon Master who wants to easily create fantastic villains with detailed histories and motives. This is more than simply a book of NPCs! This handbook contains dozens of new villain archetypes that DMs can use as a foundation for creating their own villain, prestige classes, feats and anti-feats, as well as information on giving villains real motivations and obsessions, the criminal psychology of the villain, the villain's place in society, building levels of intrigue, how to avoid common stereotypes, prestige classes, feats, anti-feats and more!

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