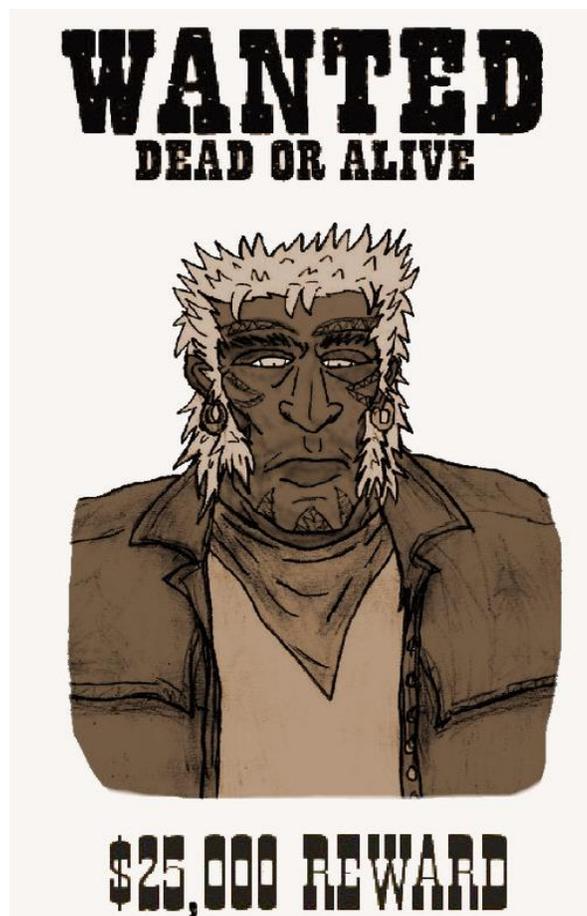


# MYSTARA DECLASSIFIED ARCHIVES PRESENT

MDAX01 THE VILLIAN TOME 1

COMPILATION BY IRVING GALVEZ



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## Prologue

I won't be describing too much. The intention of this work is to help you build a villain character or NPC. I won't be creating any classes nor inventing anything special, I'll just will suggest how to build and distinguish a villain using the Cyclopedia and Gazetters rules. Hope it can be useful for you. As always not all the work is mine but I add something also.

This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are a property of Wizards of the Coast.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at [irvinggalvez@gmail.com](mailto:irvinggalvez@gmail.com).

## Iron Ring Slaver



From D&D 3.5 Wikia

Slavers specialize in the buying and selling of life. They enslave others and use them as currency, or put them to work as laborers and mules. While others often regard the slave trade as disturbing, there are others that often reward the Slavers for their services. Although Slavers deal in an often criticized trade, they will protect their property without hesitation, and yes, they do consider slaves to be property. A general rule of thumb when it comes to slavers if they see, and they want it, they'll take it, even if they must resort to force. This doesn't mean Slavers are kleptomaniacs, but they very rarely take "no" for an answer.

The Iron Ring Slaver have skills to deceive and kidnap. They also need to move and survive in the wilderness. Some can be skillful merchants or ruthless leaders.

## Classes

### *Humans*

Races mostly Thyatian decent if you want to be a high ranked member, there are more known to control the higher positions among the Iron Ring Society. Traladaran can also be high ranked but with more effort mostly they can aspire to become Reaver.

### Magic Users

Magic users goal is to become a Master. A new magic user entering the iron ring must focus on getting power and escalating ranks the fastest possible. Competition is big so they have to do everything possible to become Master, even killing another master. And then has to make all possible to protect his position and still try to become more powerful.

### Abilities

As a magic user they need to have intelligence but if they want to become leaders charisma could also be high. It could not harm to have more than normal wisdom.

### Spells

The base spells should be those ones tending to capture, deceive or control other humans or humanoids. Most suitable

### Spells:

- 1 level. - Charm Person, hold portal, sleep, and ventriloquism.
- 2 level.- Entangle, invisibility, phantasmal force and web.
- 3 level.- Clairvoyance, hold person, infravision, and invisibility 10' radius.
- 4 level.- Charm monster, confusion, hallucinatory terrain, polymorph self and polymorph others.
- 5 level.- Feeblemind, hold monster, passwall, and teleport.
- 6 level.- Geas, projected image, flesh to stone and stone to flesh.
- 7 level.- Create normal monster, lore, magic door, mass invisibility, and power word stun.
- 8 level.- Create magical monsters, dance, force field, and mass charm.

9 level.- Create any monster, maze, survival, and timestop.

Suitable skills

Intelligence

Alchemy, Disguise, knowledge, language, military tactics, signaling, and survival.

Charisma

Acting, bargaining, deception, leadership, and persuasion.

Wisdom

Danger sense, detect deception and law and justice.

Fighters

They are meant to be the physically strong and brutal characters. They tend to be the guardians of the slave's camps, the bodyguards of the Masters and the muscle of the Iron Ring.

Mostly they could aspire to become a Reaver or a bodyguard of a high ranked Master. But can also be the ones who control the operations in certain places.

Abilities

Apart from the strength, could be useful intelligence, and charisma.

Suitable skills

Strength

Intimidation and muscle.

Intelligence

Knowledge, military tactics, navigation, profession, and survival.

## Charisma

Deception, leadership, and persuasion.

## Thieves

Thieves are the infiltrators, the ones that gather information that search vulnerabilities and the masters of deception. They can be used to capture slaves or to track escaped slaves. The thieves can get as high as a reaver but can be very useful.

## Abilities

Class abilities dexterity, but with intelligence and charisma could be a lethal combination.

## Spells

At a high level, the thieves can read scrolls so any spells from the magic-user list could be helpful.

## Skills

### Dexterity

Alertness, acrobatics, cheating, escape, and stealth.

### Intelligence

Disguise, knowledge, lip reading, nature lore, navigation, survival, and tracking.

### Charisma

Acting, deception, and persuasion.

## Cleric

Cleric has a lesser role on the Iron Ring they just can be expected be an easy way to fool (with religion) and capture slaves, a chaos maker distractor or a healer. They can also aspire to become reavers.

#### Useful spells

All healing spells, fear, bless light/darkness spells, hold person, silence 15' radius, cure/cause disease, remove/cause curse, neutralize/create position, and truesight.

#### Demi-humans

On very rare occasions they hire or recruit demi-humans.

#### Humanoids

Can mostly aspire to become a clan leader. They can be the major force for kidnapping, they can be treated as the same as thieves, fighters, magic user (wiccans) or cleric (shamans).

## Magian Fire worshipper



The Magian Fire Worshipper is considered to be an agent of chaos and evilness. They think that death and fire will purify Mystara to become a symbol of righteousness and truth. Fire burns ever-upwards and cannot itself be polluted and death is just a path to a better life.

Abilities:

Normal as class, intelligence for magic user and wisdom for clerics. Probable charisma or dexterity.

### Magic User Spells

Table from Tome of the Magic of Mystara Volume 1 – Arcane Magic

By Marco Dalmonte & Matteo Barnabè, I recommend to download it:

**TABLE 1.19: NITHIAN TRADITION**

Spell Level				
1 <sup>st</sup> level	2 <sup>nd</sup> level	3 <sup>rd</sup> level	4 <sup>th</sup> level	5 <sup>th</sup> level
Analyze	Acid Arrow	Control Element	Black Arrow	Animate Dead
Burning Hands	Affect Normal Fires	Destroy Undead*	<i>Charm Monster</i> [Magic Muzzle]	<i>Bind Golem</i> [Persistent Image]
Burning Ray	Burning Eyes	Dispel Magic	Curse	<i>Contact Outer Planes</i> [Telepathy]
<i>Charm Person</i> [Silver Tongue]	Detect Evil	Enlarge*	<i>Dimension Door</i> [Hallucinatory Terrain]	Deadly Bolt
Detect Magic	Disrupt Undead*	False Life	Earthmaw	Dissolve*
Dig	<i>ESP</i> [Locate Object]	Fireball	Enchant Item	Elemental Form
Elemental Explosion	Flaming Sphere	Haste*	Enchanted Vehicle	Fabricate
Endure Elements	Gust of Wind	<i>Hold Person</i> [Unbearable Pain]	Faithful Copy	Fiery Blast
Aestheticism	Levitate	Incendiary Darts	Fiery Bolts	Fragment
Home Help	Magic Flame	Infravision	Fire Shield	<i>Hold Monster</i> [Health Drain]
Light*	Mirror Image	Phantasmal Killer	Mystic Circle	<i>Magic Jar</i> [Oblivion]
Necromantic Healing	Phantasmal Force	Prot. from Normal Missiles	Passwall	Purifying Flame
Read Languages	Pyrokinesis	Snake Sigil	Phoenix Wings	<i>Summon Elementals</i> [Symbol of Discord]
Symbol of Fainting	Renew	Sustenance	Stone Shape	<i>Teleport</i> [Memory]
Warding Sigil	<i>See Invisibility</i> [Hypnotic Pattern]	Truth of Blood	Wall of Fire	Tracks of Fire
Spell Level				
6 <sup>th</sup> level	7 <sup>th</sup> level	8 <sup>th</sup> level	9 <sup>th</sup> level	
Anti-Magic Barrier	Barrier of Spell Turning	<i>Arcane Trap</i> [Invulnerability]	Alter Ego	
Burning Touch	Burning Web	Binding Chains	<i>Bind the Soul</i> * [Power Word Sleep]	
<i>Control Undead</i> [Death]	<i>Collar of Enslavement</i> [Duplicate Spell]	Burning Stones	Burning Fury	
Create Undead	<i>Control Constructs</i> [Explosive Cloud]	Corrosive Cloud	<i>Create Any Monster</i> [Deadly Illusion]	
<i>Elemental Travel</i> [Globe of Invulnerability]	Energy Drain	Create Any Object	<i>Create Hybrids</i> [Foresight]	
<i>Ethereal Form</i> [Evanescence]	Greater Polymorph	Create Greater Undead	Crystalbrittle	
Flames of Justice	<i>Hivemind</i> [Hallucinatory Nightmare]	<i>Create Magical Monsters</i> [Symbol of Insanity]	Disjunction	
Flesh to Stone*	<i>Lore</i> [Magical Double]	<i>Create Phylactery</i> * [Temporal Stasis*]	Elemental Power	
Magic Door	Mage Armour	Elemental Aura	<i>Gate</i> [Contingency]	
Magic Lock	<i>Necromantic Fusion</i> [Soaring Fire]	Explosive Death	Immunity	
Move Earth	Preservation	Force Field	Longevity*	
Projected Image	Rock	Horrid Withering	River of Sand	
Sphere of Elemental Protection	Symbol of Sleep	Mirage Arcana	Shapechange	
Stoneform	<i>Teleport Any Object</i> [Veil]	Permanency	Symbol of Death	
<i>Summon Planar Ally</i> [Fiery Tentacle]	Wail of the Banshee	Sandform	Warped Reality	

## Cleric Spells

Mostly normal cleric spells but some are from Tome of the Magic of Mystara Volume 2 – Divine Magic By Marco Dalmonte & Matteo Barnabè recommend to download. And maybe one or two from Unearthed Arcana by Gary Gygax.

<b>Cleric Spells</b>			
1	2	3	4
Bleeding Wounds	Bless	Continual Light	Animate dead
Claws of the Demon	Boiling Blood	Cure Disease	Cure Serious Wounds
Cure light Wounds	Bone Armor	Entropic Sphere	Damage Resistance
Detect Evil/Good	Flaming Liquid	Grim Reaper	Dispel Magic
Light	Hold Person	Remove Curse	Elemental Immunity
Paralyzing Touch	Invisibility to Undead	Summon Shadows	Heat Stroke
Protection from Evil	Resit Fire	Speak with the Dead	Neutralize Poison
Terrify	Stun	Striking	Paralysis
5	6	7	
Commune	Barrier	Barrier of the living	
Command	Cureall	Demonshape	
Create Fiery Beast	Entropic Shield	Destruction	
Cure Critical Wounds	Find the Path	Raise dead fully	
Entropic Arrows	Holy Power	Restore	
Raise Dead	Regeneration	Travel	
Summon Horned Skull	Undead Plague	Wish	
Truesight	Word of Recall	Wizardy	

## Skills

Magians need to hide and act under clandestinely. Most skills should be to pursue knowledge and to blend with Ylaruam Society. Some examples Disguise, Knowledge, Profession, science, ceremony, mysticism, acting, deception and persuasion.

## Member of the Fellowship of the Pouch



As in any other profession, a young thief must start as an apprentice and slowly work his way to become a master craftsman—in this case, a master thief. No one could come into a city and start a career as a thief without belonging to the local guild.

Most members of the fellowship of the Pouch are thieves and fighters, just a few are magic users and clerics. Humans are predominant here but elves could also fit in their ranks.

### Thieves

They are the ones that move all operations, they have to work hard and be successful to climb ranks. Most thieves are the guild leaders in every city and every principality. So they have to be really good and ambitious.

### Skills

I can't specify because any skill can be useful. For Thieves of the fellowship, I can only say that depends if you are going to be a good deceiving thief, an acrobatic one that can enter any place

or a sniper thief. But if you want to go up the ranks you should also have skills to be a leader, a negotiator and be charming person to gain favor of the high society in Glantri.

### Fighters and Elves

The fighters consider the muscles support of the guild. They just can work hard to become a bodyguard of a high rank thief.

#### Skills

For fighters, intimidating, brawling, wrestling majorly any skill that has to involve strength and constitution and also have great weapon mastery and unarmed skills.

### Magic Users and Elves

They have a special place in the brotherhood. Many join because they can enter the great school of magic and afterward work for the fellowship. They are used mostly to infiltrate them, to write magic scrolls, to copy documents and valuable objects as a craftsman or artist.

#### Skills

Any craft that can help to make a profit. Skills to infiltrate or blend with the Glantrian Society or any enemy guild. Alchemy, mapping and any skill to obtain knowledge.

### Clerics

Thou they are not accepted at Glantri, many clerics seek safe passage and safe places to stay in exchange for doing services with the fellowship. They need to disguise and act Mostly they are used as healers but also can take roles in investigating artifacts and magic items.

## Pirates of the Sea of Dread



Living up to their larger-than-life reputations, the pirates existed as if each day were their last, and in their precarious line of work, that thinking could very well be true. They focused on having a good time and getting their hands on as many riches as possible, and stories of their swashbuckling ways have inspired rebels of all kinds for centuries.

Pirates can be from any nation, any class, and any race. But Merchant Prince and even Merchant could give a big plus to piracy also a Glantrian magic-user from water or air elemental.

Really I can't tell you how to play a pirate because it is very good explained at Gazetteer the Five Shires, The Minrothad Guilds and Kingdom of Ierendi. Even recommend reading some Threshold Magazines.

### Abilities

Beside prime requisite of their class they could user dexterity and intelligence.

## Skills

Here are some examples taken from *Pirates* by Robin

*When a scupper joins us, I be the mate that watches close, see what he be likely for. Be he nimble, I put him topside in the riggin' soon as he knows a sheet from a shroud. Have he a sharp eye for distance, I put him on a ballista crew, or mayhap the catapult. Be he nearsighted, then off he trots to the sailmaker or the cook. Not all privateers be sailors proper, but even the cook's 'prentice spends time in theriggin'. And I make sure they all learn to use a cutlass, while the artful ones and elves use the bow. A sharp-eyed elfin the rigging can't be beat for sniping, and sometimes it saves the fight!*

Minrothad privateers and other pirates have a variety of skills not covered in the D&D® game books. Using the skills rules described in the *Adventurer's Guide*, the DM may assign appropriate skills from the list below or allow player characters to choose their own. All privateer characters start with Boat Sailing and Ship Sailing. (If a character is a water elf of Guild Elsan, he already has the Boat Sailing skill; taking that skill again improves his score by +1.)

### Artillery: (Intelligence).

Character knows how to use catapults or ballistae aboard ship.

### Boat Sailing: (Intelligence).

Skill allows character to sail boats (but not ships).

### Cookery: (Intelligence).

### Long-Sight: (Intelligence).

Character knows how to scan the ocean in a search pattern designed to reveal things that would be missed by the untrained eye. This is learned on the ocean, but works anywhere there is a wide vista. He can differentiate land from the horizon and clouds and has good distance vision (improved by practice).

### Navigation: (Intelligence).

Character knows how to get from one place to another by the stars and the sun. He can read charts and maps and track his relative position.

### Rigging: (Intelligence).

Character has the skills to make, maintain and repair a vessel's rigging. This includes sailmaking, rope splicing, arranging blocks and tackle, and setting rigging on a boat or ship.

Rigging Combat: (Dexterity).

Character is skilled in fighting from and in a ship's rigging. A character that makes this skill roll at the start of a fight has no penalty to hit for archery or melee combat in the rigging. Failure gives a penalty of -3.

Ship Sailing: (Intelligence).

Character knows how to sail a ship. This skill does not give him the ability to navigate it.

Swimming: (Constitution).

Ship Carpentry: (Intelligence).

Character can make common shipboard repairs, including to masts and yardarms, and can build barrels, boxes, and other containers.

Vessel Identification: (Intelligence).

Upon seeing a vessel, the character can judge things about it by her lines, rigging, and flags, if any. Use of this skill gives a good idea of the ship's country of origin, its type, armament, and crew compliment.