

# THE VILLAIN'S HANDBOOK: THE TYRANT



A BOOK OF PLOTS, SCHEMES, AND ADVENTURE IDEAS FOR  
MASTER VILLAINS  
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# TYRANT

Absolute power corrupts absolutely. The ruler of a kingdom answers to no one. Whether by birth right or divine right, the tyrant rules over his or her kingdom with an iron fist.

Tyrants can be rulers of both small and large kingdoms. They view their citizens as nothing but pawns, and have no moral qualms about throwing them into wars over petty squabbles.

The tyrant is concerned with holding onto power for as long as possible. They are defined by their position of power, and without it, they are nothing.

**Tyrannical.** The tyrant demands loyalty, even though it hasn't been earned. Death comes swiftly for those who refuse to bend.

**Crush Rebellion.** There are always people who rebel against tyrants. The tyrant tries to

crush these rebellions as quickly as possible. If a rebellion has become too rooted, the tyrant tries to turn the normal citizens against the rebels, branding them as terrorists.

**Family of Flaws.** With no one brave enough to say no, the flaws in a tyrant and their family compound. It is very rare to find a well-adjusted child of a tyrant.

**Elite Guards.** The tyrant is always surrounded by elite guards, trained to protect

## TYRANT

Medium humanoid (half-elf), lawful evil

**Armor Class** 12

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Dex +4, Wis +4

**Skills** History +5, Perception +4, Deception +6, Intimidation +6, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Elvish, Dwarven

**Challenge** 2 (450 XP)

**Fey Ancestry.** The tyrant has advantage on saving throws against being charmed, and cannot be magically put to sleep.

**Defend Your King!** When the tyrant is targeted by an attack, one of the tyrant's allies can use their reaction to move up to their speed and become the target of the attack instead.

**Escape.** The tyrant can use Disengage as a bonus action.

## ACTIONS

**Multiattack.** The tyrant makes two rapier attacks.

**Rapier.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) piercing damage.

**Scepter of Supplication (Recharge 5-6).** The tyrant can cast *command*.

## REACTIONS

**Uncanny Dodge.** When the tyrant is hit by an attack, the tyrant can reduce the damage taken by half.



their liege with their lives. In order to ensure their loyalty, they are well compensated.

**The Best Training.** Some tyrants have a military background. Others hire the kingdom's best tutors and teachers, making them adept fighters or wizards.

## KINGSWORN

Medium humanoid (human), lawful evil

**Armor Class** 20 (plate armor, shield)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

**Senses** passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Defender.** Once per round, the kingsworn can designate one creature as being defended. If the defended creature is adjacent to the kingsworn and the target of an attack, the attack has disadvantage.

**Defensive Strike** When the kingsworn takes the Dodge action, it can make a melee attack with advantage against one enemy that enters its reach.

### ACTIONS

**Multiattack.** The kingsworn makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

### REACTIONS

**Parry.** The kingsworn adds 2 to its AC against one melee attack that would hit it. To do so, the kingsworn must see the attacker and be wielding a melee weapon or shield.

## PLOTS AND SCHEMES

**Are We Related?** One of the heroes looks just like the ruling tyrant, and citizens immediately begin catering to their every whim. The tyrant will not be happy when they find out. And why do they look so alike?

**Join the Rebellion.** A small group of rebels need the heroes to help them with a mission. Eventually they want to overthrow the tyrant, but first a series of smaller tasks need to be done. What do the heroes do if the tactics of the rebellion begin to turn distasteful?

**I am the Rightful Ruler.** The disposed ruler of a kingdom wants your help reclaiming the throne. Regardless of whether they were a good ruler or not, they are willing to pay handsomely.



**Take Them Out.** The tyrant needs to be assassinated. Can you and your friends pull it off?

**You Will Be My Spouse.** The tyrant has taken a fancy to one of the heroes or a friendly NPC. They send invitations to attend a feast, where they will attempt to seduce them. If spurned, the tyrant will resort to increasingly more hostile methods, including kidnapping and extortion.

**People Are Disposable.** As the heroes arrive at a town, they find all the men putting on rusty, rudimentary armor and gathering farming implements as weapons. All men old enough to hold a weapon are being rounded up by more heavily armored guards. A group of orcs has been spotted, and the tyrant has order the town to take care of the problem. The townsfolk are clearly not fighters, and will likely be slaughtered. What do the heroes do?

**A Sign of Legitimacy.** The tyrant is not the rightful ruler of this kingdom. In order to be recognized as the rightful ruler, they need to obtain the Scepter of the First King. The tyrant doesn't want to leave the city, and their subordinates are not strong enough to brave the Tomb of Kings. The tyrant is paying very handsomely for someone to acquire the scepter. What the tyrant doesn't tell the heroes is that only one of the actual bloodline can safely enter the tomb. Otherwise, ghosts and other defenders awaken. Can the heroes survive the tomb? And why do the ghosts ignore one of the players?

## NEW MAGIC ITEM

### SCEPTER OF SUPPLICATION

*Rod, very rare (requires attunement)*

This scepter is gilded with gold and gems. The head is fashioned like a royal crown. While attuned to the scepter, you gain advantage on Charisma checks to command or intimidate a creature. The rod has 5 charges. While holding it, you can use an action to expend 1 of its charges to cast *command*. You can expend 3 of its charges to cast *geas*.

Any spell you cast with this scepter has a DC of 17. The rod regains 1d4+1 charges daily at dawn.

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