



# a Dozen DANGEROUS FOES

BY PHILIP REED

After *A Dozen Wanted Criminals* and *A Dozen Adventurous Rivals*, do you really need another twelve characters to populate your campaign world? Of course you do! This time around, we meet twelve characters who are ready to join your campaign world. As with those two earlier titles, these are designed to be used as background material for your game and, just maybe, to inspire encounters or an adventure.

Human and nonhuman foes alike populate these pages, and each one is just waiting for you, the gamemaster, to step in and give them a chance at making the PCs' lives miserable.

At times, I've made connections between the characters that follow and other releases in the *A Dozen . . .* series of PDFs. You may use these connections or ignore them.

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# anatomy OF a FOE

1. A title, to help set the mood.
2. Descriptive text detailing the character's history, info on what the character may or may not be doing when met, and some ideas on how to introduce the rival in your campaign session.
3. Each foe includes a single illustration.
4. If the character has any special magic items or valuable treasures, they will be detailed here so that you know what tools the rival may possess.

## 1 SELGI metRakk

*"Over the course of their adventures, characters likely to face a variety of enemies. From brutish orcs to cunning cultists, numerous adversaries will rise to oppose the heroes."*

– Jay Little (developer),  
**Warhammer Fantasy Roleplay  
Game Master's Guide (3rd Edition)**

Dragonkin warrior Selgi Metrakk was raised by the chromatic dragon clans of the mountains, trained from birth to hate all who worship the good-aligned gods and was instructed to chase down and destroy the supporters of those gods at every opportunity. A green dragonkin, Metrakk possesses the ability to exhale a poisonous gas that sickens and harms others.

Dragonkin Fighter (Experienced)

Selgi Metrakk is an adventurer of sorts, though not in search of treasures and fame but, rather, as one seeking out those who are opposed to the evil causes for which he stands. The dragonkin has no home or base of operations, but is a wanderer who travels from city to city across the lands and never remains in one place for too long.

Over time, Metrakk has learned to be less zealous in his pursuit of good-aligned characters and creatures, now exercising restraint and waiting for the perfect moment to strike. In his youth, the dragonkin was unable to visit most cities and towns because he would be turned back by the town watch and citizens of the city; these days, he knows to act indifferent and neutral at most times so that he can take advantage of the services and collect supplies when visiting population centers.

In battle, Metrakk is a dangerous warrior who uses his axe to split skulls and will use his poisonous breath weapon when given the chance to breathe directly into the face of an opponent. He will hire himself out to others to make money, when he has no other choice.

**Notable Treasure**  
Metrakk carries a magic shield – Dragon's Hide – that grants him protection against flame attacks. His waraxe is a magical weapon that grants a minor bonus to attack and damage rolls. Additionally, the dragonkin fighter wears Gauntlets of Giant Strength that increase his already-impressive strength.

a DOZEN DANGEROUS FOES • page 11

## USING THE FOES

The characters that follow may be used as random NPCs that the adventurers meet somewhere in the campaign world, as long-time rivals who are often competing with the party for the best rewards, or as friends of the party who will aid them at times or serve as sources of information and supplies.

Foes are divided into two levels of experience:

- Experienced. These are true rivals to the PCs and should often be of an equal power level to the party. Experienced rivals are those NPCs most likely to be the friendly competition, always looking to clear out the next dungeon and find the treasures before the player characters can get all of the good stuff.

- Master. These are NPCs who may be significantly more powerful than the player characters. As with the novice rivals, a master rival may be more useful as a MacGuffin, something that is important to your story but is mostly set dressing and not directly involved in the campaign's action.

Unlike **A Dozen Adventurous Rivals**, none of the characters that follow are classified as a novice adventurer. My thinking is that a novice would not be classified as a "dangerous foe," so I've focused on experienced and master non-player characters.

If you wish, you may scale back the power level of any one of these NPCs to create a weaker foe.



# Jenna Solvey

*Born thirty winters ago, Jenna Solvey was raised by the gladiators who rescued her when her mother was slaughtered by orcs on the road between the city of Desburn and the ruins of Castle Shadowstrike. The girl grew into a powerful fighter and spent her late teens fighting in the gladitorial arenas of the largest cities. At the age of twenty, she left her life in the arenas and set off to learn more about the world.*

Human Fighter (Experienced)

Jenna Solvey trusts few in this world, other than those who raised her . . . and she has not seen many of them in close to a decade. The woman sells her services to those with coin, often working as a bodyguard for some wealthy noble or protecting a merchant who has hired her to join him on a ride between cities.

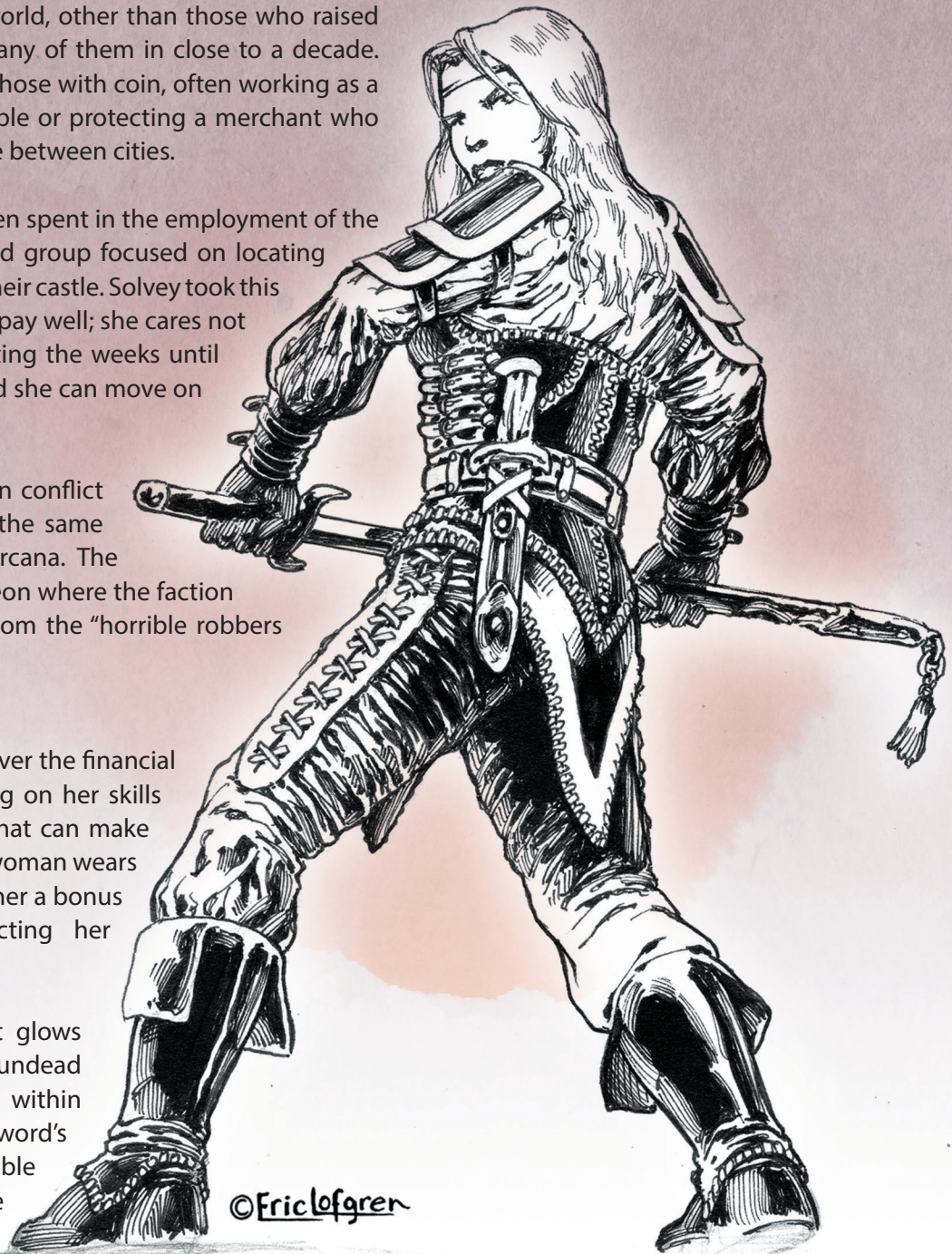
Recently, a lot of her time has been spent in the employment of the Guards of Arcana, a good-aligned group focused on locating magic items and hiding them in their castle. Solvey took this assignment because the wizards pay well; she cares not for their cause and is now counting the weeks until her contract comes to an end and she can move on to the next city.

The party may find themselves in conflict with Solvey if they are chasing the same magic item as the Guards of Arcana. The two groups may meet in a dungeon where the faction orders Solvey to protect them from the "horrible robbers who wish to steal our treasure."

## **Notable Treasure**

Jenna Solvey isn't one to worry over the financial value of objects, instead focusing on her skills in battle and seeking out gear that can make her a more effective fighter. The woman wears magic leather armor that grants her a bonus against attacks without restricting her ability to move quickly.

She carries a magic sword that glows bright red in the presence of undead creatures (any undead monster within twenty feet triggers the sword's glowing effect) and deals double damage against those same undead opponents.





# ALLISA DORFIR

*The elven warriorress Allisa Dorfir, known throughout the lands for her skill with the sword and unwillingness to back down from a fight, is an evil and selfish woman. She will take whatever action is best for her and for her business.*

## Elven Fighter (Experienced)

Though she was once a mercenary and spent her days in the service of others, Allisa Dorfir has since set off on her own and become a servant to none other than her own selfish and evil nature. The woman now operates a network of spies and assassins, granting assignments to others and pocketing a percentage of the payment for herself.

She is not officially aligned with any of the guilds operating in the city, but she does keep a loose alliance with both the guild of bruisers as well as the assassins' guild.

Dorfir runs her spies and assassins from The Flying Shield inn, an establishment with its own dark secret that is separate from her own (see *Delayed Blast Gamemaster #2*).

*"Heroes are nothing without villains to challenge them."*

– Jim Lowder,  
**Hall of  
Heroes**



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At times, she will keep an assignment for herself and set out into the city to kill whatever target needs to no longer live. She is careful, though, and unlikely to be caught unless powerful scrying magics are used against her.

## Notable Treasure

The warriorress' most valued belongings are her magic helmet and armor which she took from the Castle Nightcloak several years ago during a raid on the haunted castle. The armor and helmet are a matched set that are more powerful when worn together than they are if worn by two separate characters. The exact bonus granted by using the two items at once is determined by the GM (I recommend the bonus to defense is doubled if the two items are worn together).

Dorfir uses a magical sword that emits a cone of frost once per day when she wills it. The frost inflicts damage to a single target within thirty feet. Additionally, the sword grants a +2 bonus to attack rolls.

Allisa Dorfir is a believer in carrying as much of her own support as possible and is never without a few offensive scrolls and a handful of healing potions.



# Liana Dasayeva

*A cruel woman, Dasayeva is an experienced fighter who may be best known for her role in the Battle of the Illusionist's Tower where she personally killed the illusionist Aubron Roran and stole the man's spellbook.*



Human Fighter (Experienced)

It is possible that the PCs hear of Liana when they are hired by a wizard who wishes to claim the spellbook of Aubron Roran for himself. The wizard tells the PCs the story of how the woman killed the illusionist and stole the book, and he describes it as one of the greatest collections of illusion spells ever assembled.

If they are hired to seek out and take the spellbook from the warrioress, the party will find themselves up against a fighter who is at least their equal, if not better than them. They'll need to use every trick that they know to defeat the woman . . . and it is possible they lose.

The player characters may also encounter the warrioress when she is looking to sell the spellbook. Perhaps the party is visiting a magic shop when Dasayeva walks in and tells the owner she wishes to speak in private. No doubt the adventurers will want to know more, and they may use everything from magic to skills to try and listen in on the conversation between the woman and the shopkeep.

Regardless of how they meet Dasayeva, you can be certain that she won't be separated from the book until she is dead.

## **Notable Treasure**

Dasayeva's most valuable item is the spellbook that she stole when she killed the illusionist Aubron Roran. In the chaos of the Battle of the Illusionist's Tower, Dasayeva managed to separate herself from the adventuring party she had joined and escaped, keeping the valuable book for herself. She is now seeking a buyer for the book and doing all that she can to stay a step ahead of Roran's friends and relatives who have sworn to kill Dasayeva and reclaim the book.

Her magical armor grants her a bonus against attacks and provides limited protection against natural and magical fire attacks (there's a 20% chance that any fire-based attack against her will inflict zero damage).



# CYRAN DAENORIN

*Elven hunter and enemy of orcs, Cyran Daenorin has dedicated his life to combating the armies of orcs and goblins, putting all of his skill and experience into tracking them down and slaughtering them. Unfortunately, Cyran has lost his way and now kills for sport rather than in defense of his people.*

## Elven Ranger (Experienced)

For over three years, Cyran has fought in the city arena. He first entered the pit to earn money, but he soon found that he enjoyed the excitement of the fight and, more importantly, the adoration of those in the stands who cheer whenever he steps foot onto the field.

Daenorin has lost his way and forgotten that he was once a champion of the elves. It is not that the man has turned to evil, but only that he needs someone to remind him of who he once was.

It is possible that the player characters have heard of Daenorin's past exploits and they are shocked when they learn that he is now a gladiator. Can they remind him of who he once was?

## Notable Treasure

The elf is rarely seen without his magic shield, an ancient arcane object that was crafted for his great-grandfather over 1,000 years ago. The shield was passed down from father to son over the ages, and Daenorin has kept it close by ever since his father died several years ago.

Daenorin also wears Boots of Elvenkind that grant him the ability to walk in near-total silence. When setting off on an adventure, he travels with healing potions and a few magic scrolls (often detect magic scrolls so that he can check any items that he may find during the adventure).





# Vaeril Orsrana

*Grave robber. Pickpocket. Murderer. Vaeril Orsrana has been all of these things and more since he left home twelve summers ago. Now a man in his late twenties, Orsrana is an experienced dungeoneer and one not to be crossed.*

Human Thief (Experienced)

Vaeril Orsrana is a member of the local thieves' guild. The man pays the guildmaster each month for a small, private room in the guildhall and he is mostly left to himself. Few others in the guild like him, and none – not even the handful of fellow rogues who call him a friend – trust him.

Orsrana dedicates most of his time to the act of grave robbing, keeping an ear close to the ground so that he knows of all deaths and burials in the city. When a noble dies, Orsrana makes it his duty to learn all that he can of the burial plans and tries to get as close to the coffin as possible so that he can determine whether or not the dead will be buried with valuables.

The thief will, when he is short on funds, rob graves to sell the rotting corpses to those who deal in such matters. He prefers to avoid yanking dead bodies from the ground, though, and will exhaust every possible manner of acquiring coin before resorting to transporting another dead body.

When possible, Orsrana will also sign on with an adventuring party who needs the lockpicking and trap disarming services that he can provide. He has a reputation as untrustworthy, though, and few experienced parties will hire him these days.

## **Notable Treasure**

Orsrana wears magical scale, the armor imbued with the power to amplify the thief's natural ability to blend into the shadows. Once per day, at will, Orsrana can draw upon the armor's magical ability to cast a cloud of darkness that completely envelopes him and makes it impossible for the thief to be seen. If used at night, in torch light or worse conditions, the magic makes the thief effectively invisible. Using the magical darkness in any brighter light is too obvious; the cloud of darkness stands out and cannot be missed.

The thief uses magic daggers that provide a bonus to attack and damage. He also carries two fine-quality short swords that he uses when engaged in an open fight and when secrecy isn't required.



*"The harvest of cadavers was piled in the beds of muddy wagons and taken to market, sold to the highest bidder to supply dissection room and anatomical house."*

*– Tim Curran,  
**The Corpse King***



# GURAK KHAGRA

*Hardened in a decade spent as a slave to the foul mage Temel Battal, the orcish fighter Gurak Khagra escaped from captivity when he murdered his master and left the mage's body to rot in the Tower of Wardreams. Battal had used wicked magic to control the orc's mind, and it was during a skirmish with ratmen that Battal's hold over the orc was broken. Khagra wasted no time at all in killing the mage and leaving the man's body to the ratmen to do as they pleased.*

## Orc Fighter (Experienced)

Ever since he escaped Temel Battal, the orc has done everything he can to guarantee that he remains free. If anyone even hints that they may be seeking to force the orc to do something against his will, the orc will attack and will not pause until the potential threat is eliminated.

He will never again be a slave and has vowed to kill himself if necessary.

Khagra stays on the move, traveling across the lands in search of a place to call home. So far, he has not found a place where he feels safe so he keeps moving on, always keeping an eye on the horizon as he continues moving as far from the Tower of Wardreams as possible. The orc feels as if the shadow of his former master is following him, and for that reason alone he never feels comfortable.

Life as a slave hardened the already-evil orc, and he is far more wicked and evil than many of his race. Do not cross him.

## Notable Treasure

Khagra's most valuable possession is the magical Helm of Mystic Sight, a unique item that was crafted centuries ago by the orc warmage Omar Thoma. The helmet was originally created for Thoma's leader, an orcish warrior who led an army of his people to fight back against the wood elves who had enslaved orcs.

The helmet grants its wearer the ability to detect magic at will, as often as desired, and Khagra uses this power in battle to determine which opponents may be the most dangerous to confront.

Gurak Khagra prefers to use a heavy axe in battle, though he is skilled with most melee weapons and will use whatever is close. He wears a gold ring that has no special power but is quite valuable.





# aydar Gareev

*Wanted in seven cities and three kingdoms for crimes too numerous to list, Aydar Gareev is the son of Vitock Gareev, the thief best known for stealing the Cloud Giant King's magic arm. Aydar was trained by his father and is now considered one of the most talented thieves of the realm.*

Human Thief (Master)

The most important thing to remember about Aydar Gareev is that he works for himself and any with enough gold to hire him. The thief lives to commit crimes, the earlier years of his life revolving around the irrational and uncontrollable urge to steal anything that is not properly secured and held safe from his reach.

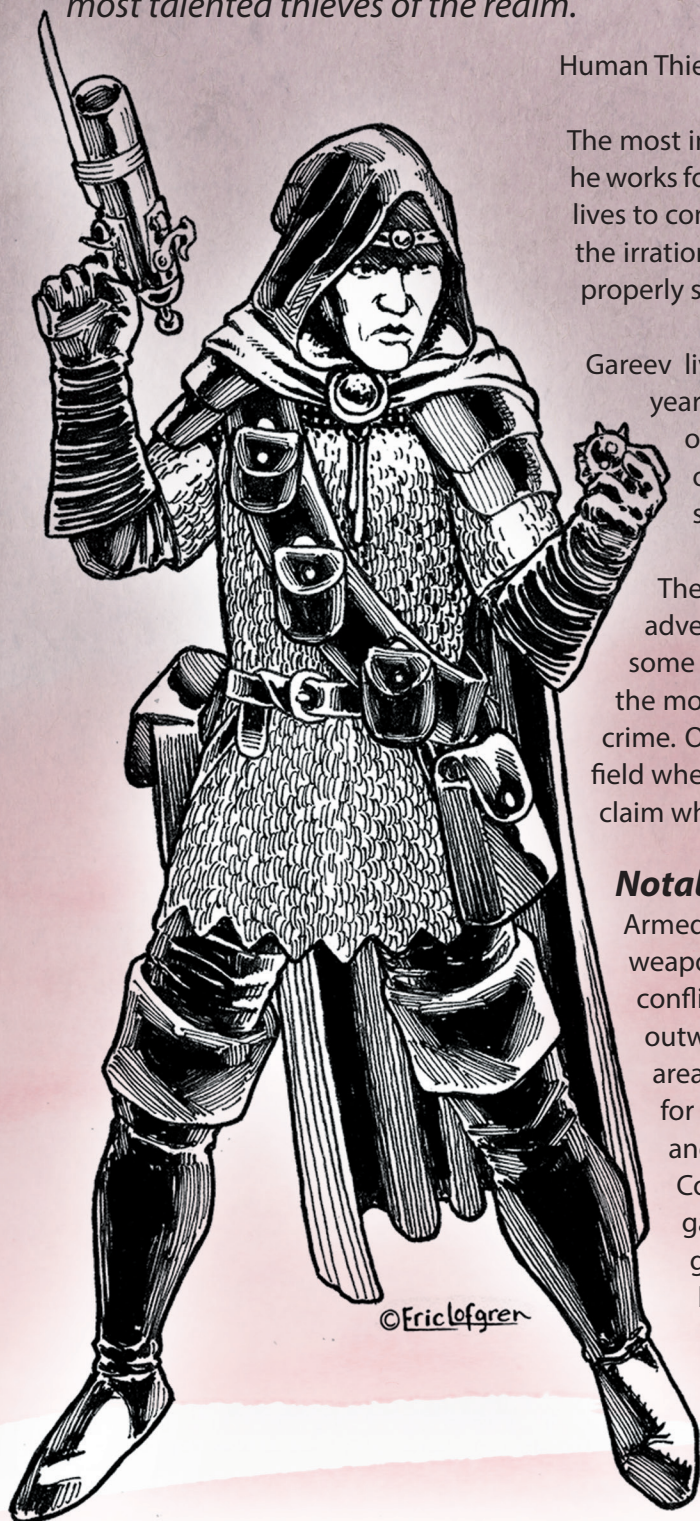
Gareev lives in a single-story home that he purchased several years ago and, these days, spends less time stealing than he once did. The man has not officially retired from the life of a thief, but he does enjoy time at home where he has started getting into woodworking.

These days, what is most likely to set Gareev on the road to adventure is a wealthy patron who offers him gold for stealing some valuable object or other. The more challenging the theft, the more likely Gareev is to leave home and return to his life of crime. On occasion, boredom also sends the man back into the field where he will steal items more for sport than for the need to claim whatever gold he can make selling it.

## **Notable Treasure**

Armed with an arcane gas projector, Aydar Gareev uses the weapon to knock foes unconscious and to avoid most direct conflicts. The weapon fires a burst of sleeping gas that extends outward in a cone shape up to twenty feet. All within the area of effect must resist the magic sleep or fall unconscious for  $2d4+1$  rounds. When they awaken, they are stunned and slow to recover. (Victims must make a successful Constitution check to fully recover from the effects of the gas; a night of sleep also erases the lingering effect of the gas.) This weapon may only be used twice before it must be recharged, an act that requires a vial of sleep potion and several moments of uninterrupted time.

Gareev also carries sleep bombs. These magic items, when released, explode in a mystic blast that unleashes a sleep spell that affects all within the ten foot burst of the bomb's location.





# samsor kaira

*Battle mage Samsor Kaira was once a member of the Coven of Darkest Light, a secret society focused on collecting arcane artifacts, studying them, and seeing that the powerful magical objects do not fall into the hands of evil. Unfortunately, Kaira was entrusted with a magic ring that he was to deliver to the society headquarters. The ring's magic got to the mage, soon tempting Kaira into trying on the ring which immediately consumed his consciousness and took control of his body.*

Human Wizard (Experienced)

Before the strange ring took control of Samsor Kaira, the man was one of the most noble, kindest, and friendliest of wizards known by his friends and allies. Ever since the ring took control, though, Kaira has become an evil fiend who seeks only riches and power. The man he once was is now gone, possibly forever.

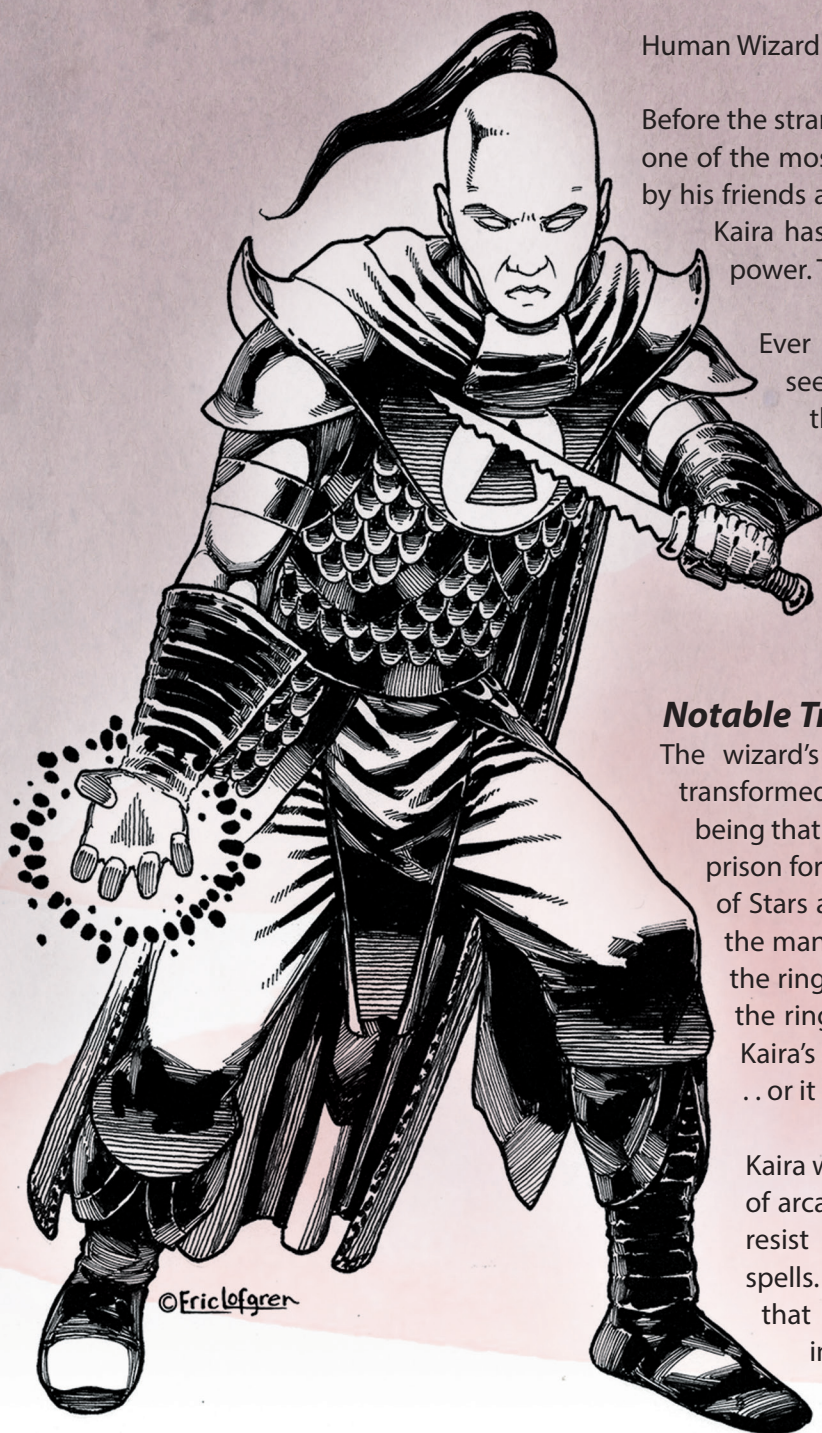
Ever since the ring took control, the wizard has been seeking out spellbooks, magic items, and secret rituals that can aid him in his quest to gain more and more mastery over the arcane arts. Kaira has killed former friends, raiding the Coven's secret lair and stealing several items.

Perhaps Kaira comes into conflict with the PCs when he is seeking an item one of them owns.

## **Notable Treasure**

The wizard's most powerful treasure is the very ring that transformed him from a protector of good into the evil, terrible being that he is today. The unnamed and unidentified ring is a prison for a cosmic entity that refers to itself only as Watcher of Stars and has twisted Kaira's mind and forever damaged the man's sense of right and wrong. These days, it is more the ring that controls the man than the man who controls the ring. It is possible that removing the ring will restore Kaira's personality and release him from the ring's control . . . or it may kill him. None know for certain.

Kaira wears the Cape of the Sorcerer, a magic item crafted of arcane cloth that provides the wearer with a bonus to resist magic attacks, including immunity to any charm spells. The wizard also wears armored shoulder guards that do not restrict his range of motion or negatively impact his spellcasting abilities. The armored shoulder guards are magic items and provide a minor bonus to defense.





# SELGI METRAKK

*"Over the course of their adventures, characters are likely to face a variety of enemies. From brutish orcs to cunning cultists, numerous adversaries will rise to oppose the heroes."*

*– Jay Little (developer),*

**Warhammer Fantasy Roleplay  
Game Master's Guide (3rd Edition)**

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Dragonkin Fighter (Experienced)

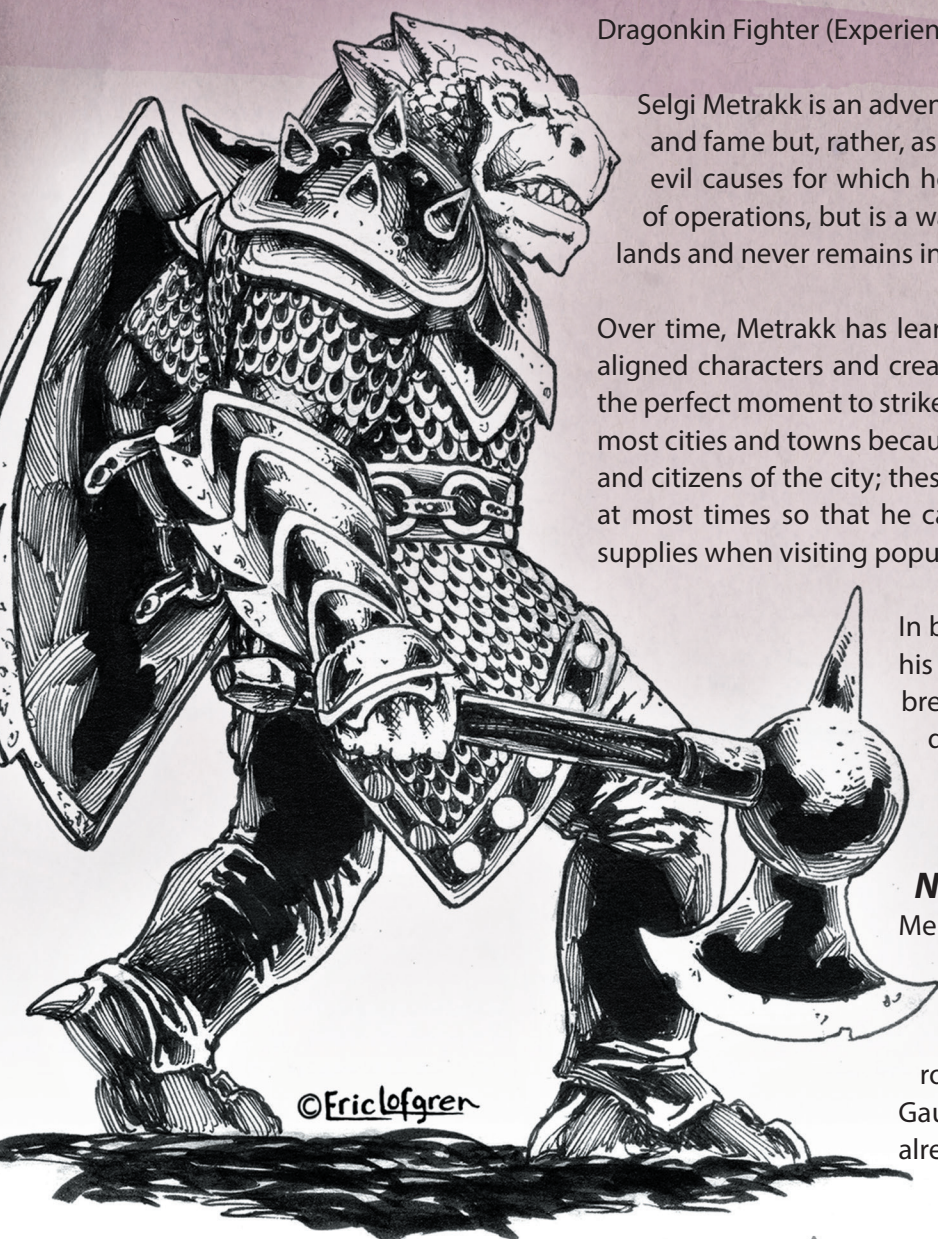
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Over time, Metrakk has learned to be less zealous in his pursuit of good-aligned characters and creatures, now exercising restraint and waiting for the perfect moment to strike. In his youth, the dragonkin was unable to visit most cities and towns because he would be turned back by the town watch and citizens of the city; these days, he knows to act indifferent and neutral at most times so that he can take advantage of the services and collect supplies when visiting population centers.

In battle, Metrakk is a dangerous warrior who uses his axe to split skulls and will use his poisonous breath weapon when given the chance to breathe directly into the face of an opponent. When he has no other choice, he will hire himself out to others to make money.

## **Notable Treasure**

Metrakk carries a magic shield – Dragon's Hide – that grants him protection against flame attacks. His waraxe is a magical weapon that grants a minor bonus to attack and damage rolls. Additionally, the dragonkin fighter wears Gauntlets of Giant Strength that increase his already-impressive strength.







# RIK VELMATE

*Mercenary and adventurer Rik Velmate is concerned with only two things in this world: his own security and possessing as much treasure as he can claim. Velmate prefers to work alone and has explored many a dungeon without the aid of others.*

Human Fighter (Experienced)

Rik Velmate is a professional dungeoneer and tomb robber who isn't afraid to enter any complex, no matter how scary the stories surrounding it may be. He rarely joins others, finding that he is successful when operating alone. Over the years, Velmate has picked up some knowledge regarding traps and locks, and he is as skilled at disarming traps and unlocking locks as even the most seasoned of thieves.

Velmate spends a lot of his time in cities, in taverns, where he listens for information and rumors that could lead him to the next treasure hoard.

If he encounters adventurers in a dungeon, Velmate will pretend to be a fellow dungeoneer, suggesting that they work together. As soon as he determines that he can defeat them, he will turn and attack. If Velmate decides that he isn't strong enough to go up against them, he will steal what he can and run.

## **Notable Treasure**

Velmate's magic armor provides him with both a bonus to defense as well as grants a bonus to melee attack rolls; the armor's gauntlets were infused with the spirit of a slain warrior and that warrior's experience now amplifies the combat ability of any who wear the armor.

His sword is a masterwork item that, while not magic, has been finely constructed and deals 1d4 bonus damage.

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# DIEDERICK HELDOORN

*In his early years, Diederick Heldoorn learned from the wizard Sharian Orilen, an elven master of fire magic who taught Heldoorn for several years . . . until the man betrayed his instructor and fled with a book of spells.*

## Human Mage (Master)

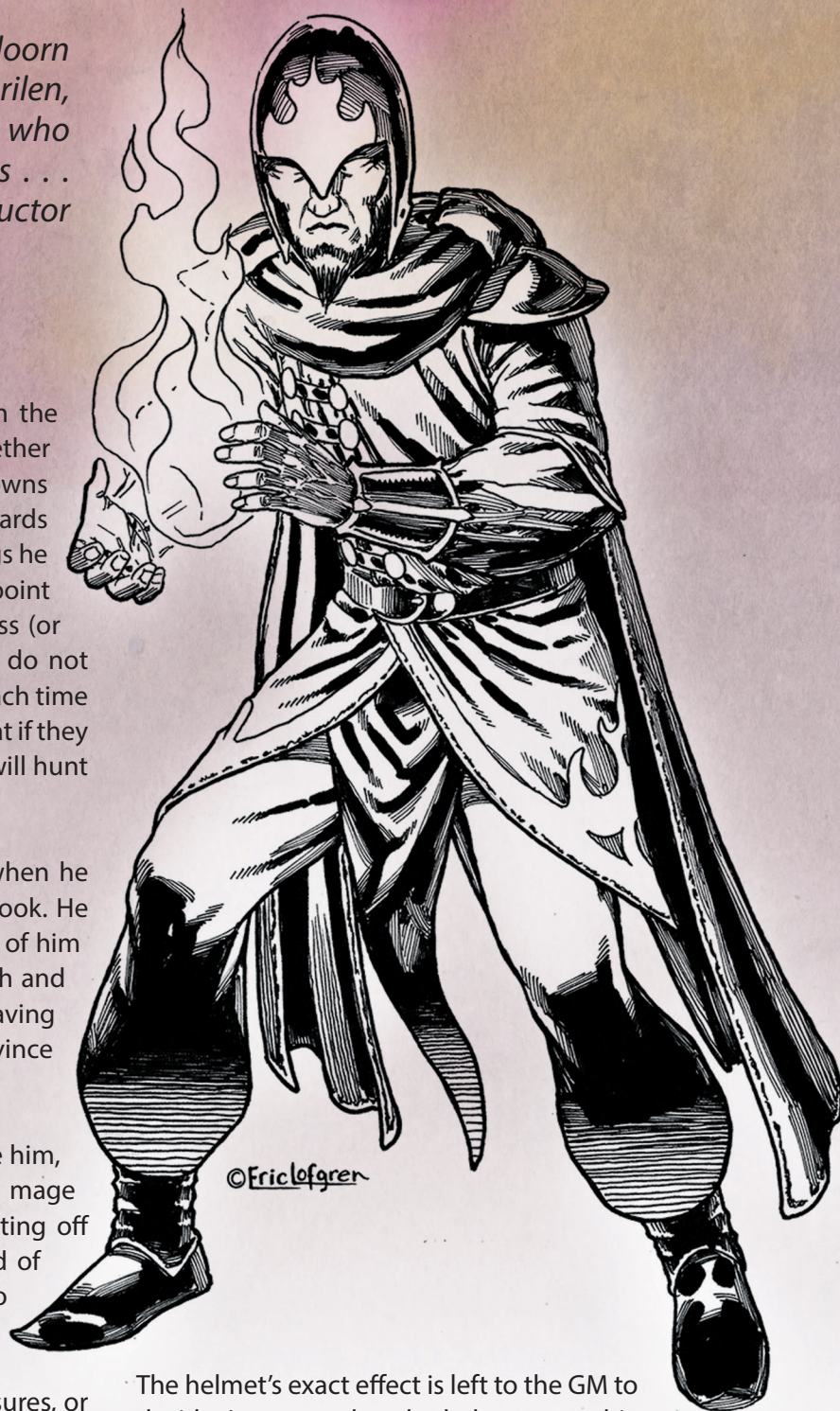
Heldoorn lives in his personal tower, deep in the heart of the city, where he has collected together the magical trinkets and many spellbooks he owns under a single roof. The man keeps a group of guards housed in the tower at all times, mercs and thugs he hires and keeps around until either they disappoint him or he finds someone who will work for less (or who is a more capable fighter). These guards do not join the mage when he leaves the tower and, each time he sets out, he takes time to warn the guards that if they betray him, he will unleash an evil magic that will hunt them down and slaughter them.

These days, Heldoorn only leaves the tower when he is chasing down another magic item or spellbook. He has become so powerful that many who know of him are too afraid to act against him; the city watch and authorities leave the mage alone in hope that having one as powerful as Heldoorn in the city will convince other evil wizards to avoid entering the city.

If they make the mistake of standing up to face him, the player characters will soon learn that the mage is skilled in flame magics and capable of fighting off most experienced adventuring parties. Instead of facing him directly, the adventurers may try to get hired to guard the tower where they'll have many opportunities to turn against Heldoorn and either try to murder him and take his treasures, or just steal whatever they can.

### **Notable Treasure**

Heldoorn wears a magical helmet that boosts his spellcasting prowess, making him even stronger than he is without the item.



The helmet's exact effect is left to the GM to decide; I suggest that the helmet grant him both bonus spells per day (1d3+1) as well as increase his casting level by two.

The mage also wears magical bracers that provide him with a slight bonus to defensive rolls.



# QAJAK ULVA

*A skilled trapper and hunstman, Qajak Ulva spent most of his early years working as a member of the Gold Arrows, a mercenary company known to operate in the eastern lands and feared by all who have heard of them only as murderous soldiers.*

Human Ranger (Experienced)

After so many years as a mercenary, working for those with gold, Qajak Ulva has decided that it is time that he work for himself and stop putting his life in danger for others. His many years in countless battles has hardened the man and convinced him that there is no good in this world, only greed, and he has embraced a life dedicated to doing anything it takes to collect enough wealth that he can retire within the next decade.

As part of his effort to acquire wealth, Ulva has started watching for adventuring companies that would be easy for him to infiltrate in order to steal their goods. The man has taken to hanging out in inns and taverns near the city gates, watching for dungeoneers and – when possible – offering to join them.

If the player characters allow the man to join their group, he will spend a few days doing all that he can to earn their trust. Only once he is confident that they rely on him will he turn against them; likely when they are sleeping.

## **Notable Treasure**

Qajak's most prized possession is the gold chain that he wears carefully concealed beneath his clothes. The ranger wears his mother's chain as a reminder of his family and it is the only object that he treasures. He is currently carrying a magic shield that provides him with a strong bonus against attacks. Additionally, there is a 50% chance that any arrow fired at him is drawn to the shield and fails to inflict any damage.

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