FAINTING GOAT GAMES

LOATHSOME SOULS

VIGILANTE CITY COMPATIBLE

Six Supernatural Villains for Your Campaign

Erik Talvola (Order #27775353)

LOATHSOME SOULS

Written by Jacob Blackmon
Vigilante City Conversion by Josh Palmer
Art by JE Shields
Edited and Additional Development by
AP Klosky
Layouts and Cover Design by Ade Smith

Bat Outta' Hell	2
Brazier	3
Gaunt	4
Mister Knight	5
Sunder	6
Templar	7

VIGILANTE CITY COMPATIBLE

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Erik Talvola (Order #27775353)

Bat Outta' Hell!

Armor Class: 18/ 20 in Flight
Hit Dice: 8 (70 HP)
Move: 12/ 24 Flying
Attacks: 2
Damage: Claws, Horns, Rocketpack
Special: *Devil Powers, Toughness +3, Advantage on Magic saves
Bonuses: +8 to Melee attacks & damage, +9 to Range attacks, +8 to Initiative, +10 to Spot & Listen, +12 to Intimidation, +13 to Stealth, +12 to Knowledge: Magic, +11 to Knowledge: Business, +14 to Mechanics, +16 to Pilot: Basic, +15 to Pilot: Flight

STR: 20 **INT:** 16 **WIS:** 14
DEX: 20 **CON:** 19 **CHA:** 14

Morale: 9
Terror: 14
HDE: 10
***Devil Powers** (He is a Devil and cannot be Pushed).
• **Demonic Appearance.** Can morph into human form at will (illusion).
• **Dark Vision 60'**
• **Claws & Horns** (d6 damage)
• **Tail** (Advantage on Balance Checks. Add double your STR modifier to any Trip attempt made on you.)
• **Toughness:** Fire & Heat +20
• **Does not age.** Does not need to eat or drink.

Rocketpack
• Infinite Infernal Power Source
• +2 to AC in Flight
• Fly 24, Can fly at 200 mph
• **Techno-Infernal Arsenal:** Range 40', 2d6 Fire Damage (Infinite shots)
• **Hellfire Choking Smoke Bomb:** Range 50', causes a 15'x15' cloud of gas. Anyone ending a round in the cloud must make a Poison save or they become Sickened for d4 rounds. (6 Shots per day)
• **Hellfire Smoke Bomb:** Range: 50', causes a 35'x35' cloud of darkness. (6 shots per day)
• **Cloud Affliction:** Range 50', causes a 15'x15' cloud of magical affliction. Anyone ending a round in the cloud must make a Magic save or they become Stunned for d4 rounds and take a d6 Magic damage. (6 shots per day)
• **Hellfire Bombs:** Range 100', +3 to attack, causes a 10'x10' burst of Hellfire that causes 2d6 Fire damage and a d6 Magic damage. (4 shots per day)

Background

After thousands of years of suffering, the demon Belphagor decided that Hell was no longer the place for him. While he succeeded in his plan to escape the Infernal Realms, he had not planned for the angelic guards acting as warden around Hell. During his escape, Belphagor's wings were hewn from his body and, in losing them, lost his infernal powers. But he was free!

Arriving on Earth during the late 1800s, Belphagor used a minor glamour to disguise his demonic appearance and assumed the identity of eccentric scientist Peter Bishop and began inspiring other inventors to create new devices, which he then stole for himself. For over 100

Erik Talvola (Order #27775353)

years, Belphagor has influenced (and stolen credit from) hundreds of wicked inventors, spreading malice across the world. In order to make up for his lack of wings and infernal powers, Belphagor uses a rocket pack and a collection of explosives. Disappointed at the power sources available on Earth, Belphagor powers his devices with infernal energy drawn straight from Hell. With his powers "restored," Belphagor began using his techno-magic to operate as "Bat Outta' Hell!"

Brazier

Armor Class: 15
Hit Dice: 4 (32 HP)
Move: 12
Attacks: 1
Damage: Pyro powers or punches
Special: *Born of Magic Fire, Toughness +2, **Containment Chamber
Bonuses: +8 to Range attacks, +4 to Initiative, +5 to Spot & Listen, +9 to Intimidation, +6 to Knowledge: Magic

STR: 12 **INT:** 15 **WIS:** 13
DEX: 17 **CON:** 17 **CHA:** 12

Morale: 7
Terror: 12
HDE: 5
***Born of Magic Fire** (He is magical in origin and cannot be Pushed).
• **Body of Fire** (Immune to all Fire, Heat, Radiation and Physical Projectile damage). You do not eat, drink or need to breathe.
• **Fire Body ****:** Anything that touches you, or strikes you in Melee takes d6 damage. Anything that enters within 5' of you, or ends a round within 5' of you, takes a d4 Fire damage and Ignites them. Your physical attacks add a d4 Fire damage to them.
• **Mystic Armor** (adds AC bonus & Toughness)
• **Pyrokinesis:** You can control small fires and smoke at will, snuff small flames and dissipate smoke at will (200'). You cannot create flame at will. You can shoot fire (Range: 120', d6 damage + Ignites), spray a flamethrower (Range: 40', d6 + Ignites to all 10'x10' in front of him), create a Firewall (Range: 40', standing up to 10'x10', doing d4 damage to anything that touches it or ends a round within 5' of the wall), sense flames or smoke within 600' and fuel flames (increase intensity up to four times). Basic flame does 1 HP damage a round. Each increasing intensity ads 1 HP of damage to the fire and takes an Action.
You can see and breathe in smoke without ill effect.

****Containment Chamber (+3 to AC):** Removes Fire Body effects. You cannot remove it (yet).

Background

Evan Johanson hated school. He was tired of the teachers ignoring him. He was tired of being overlooked by the popular kids and the pretty girls. He would show them... He would show

Erik Talvola (Order #27775353)

them all! Using an old book purchased from a curio shop, Evan conjured a demon and wished for the power to command fire. The demon granted Evan his wish, cackling as it vanished in a puff of brimstone.

The next day, with fire wreathing his hands and streaming from his eyes, Evan killed dozens of his classmates and school faculty before police arrived. While the police shot Evan multiple times, bullets did nothing to slow the teen. Rather, each wound belched forth only more fire, until his body was less human and more akin to a pillar of eldritch flame.

Evan was eventually captured by a team of superheroes and sent to prison, where he was fitted with a containment suit that dampened his powers. Rage still burned in Evan's heart; despite his atrocities, he still felt justified in what he had done. How dare others say he was the villain; he was the victim!

En route to trial, Evan escaped his captors. Although the containment suit damped his powers, his flames could not be extinguished completely. After several more deaths, Evan vanished into the city's underworld, ready to continue his blaze of vengeance against society as Brazier!

Gaunt

Armor Class: 13
Hit Dice: 10 (75 HP)
Move: 10
Attacks: 2
Damage: By ability or cane
Special: *Undead Powers, **Chaos Magic, Toughness +3, Outsmart x9
Bonuses: +8 to Initiative, +13 to Spot, +10 to Listen, +5 to Outsmart, +5 to Range attacks, +2 to Melee attacks, +19 to Knowledge: Magic, +13 to Knowledge: General, +10 to Knowledge: History, +10 to Intimidation, +10 to Persuasion

STR: 11 **INT:** 23 **WIS:** 19
DEX: 16 **CON:** 17 **CHA:** 17

Morale: 9
Terror: 11
HDE: 11
***Undead Powers**
• Immunity to Poisons, Diseases, Toxins, Fear, Mind Probing, Mind Control, Pain effects, Surprise Attack damage & Critical hits.
• Does not eat, drink sleep or breathe.
• Regenerate 1 HP per round.
• **Immortality:** If you are knocked Out of Action. You regenerate d6 HP each round until you reach a positive HP. (linked to your phylactery).

****Chaos Magic**
• Attacks made against you are made at Disadvantage. You have Dark Vision (100'), enhanced senses, Toughness

• **Chaos Blast** (Range: 100') Does d8 Magic damage + Stuns them unless they make a Magic save.
• Comprehend and speak all languages.
• **Eldritch Blast** (Range 100') Does d4 Fire & d4 Magic damage.

Erik Talvola (Order #27775353)

• **Lucky:** May add or subtract 1 from any dice roll of anyone within 100' of you (at will). Cannot alter a natural 20.
• **Mystic Shield (x2 a day):** +3 to AC & Toughness +2 (lasts for 1 hour).
• **Telekinesis** (Range 200') Can lift up to 20 lbs. Thrown items do d6 damage.
• **True Sight:** You can see through illusions and you have Advantage on Spot checks.
• **Undead Rejuvenation:** You may drain the energy from another super being (Mutant, Anthropomorph, Mystic, Psion, etc.) to maintain your unlife. (Range: 100') On a successful range attack, or touch, you drain a d4 HP from the target and you gain that many HP.

Gaunt's Cane (Cane with a silver, magic sword within)
• Does d6 Kinetic + d4 Magic damage if used with sheath on.
• Does d6 Edged Kinetic + d4 Magic damage if used as a sword.
• Returns to Gaunt upon command (within 1 mile).
• Does double damage to incorporeal and undead.

Background

The being known as Gaunt is so ancient that it has forgotten its original name. When he feels the need to feed, Gaunt seeks out any nearby super-powered being, which alone are able to sate his ever-hungry life force. Using chaos magic, Gaunt draws away their spiritual potential (represented with Action Points) to extend its undead existence.

Despite his fearsome appearance and spiritually-draining powers, Gaunt rarely kills his targets.

He prefers to "catch and release;" allowing his food to regenerate its spiritual potential to feed upon again and again. In order to keep a steady supply of food, Gaunt often allies with other villains, preferring supernatural beings over 'mundane' villains. Should his allies fail to capture his chosen "meal," Gaunt has no problem turning traitor, feeding on its allies as a last resort.

When not "on the hunt," Gaunt lives the life of the idle rich. Unlike other liches, who prefer to live in decay and squalor, Gaunt prefers fine clothing and fashionable jewelry. He rubs shoulders with immortal creatures and dimensional conquerors, as they are his only equals in his eyes.

Mister Knight

Armor Class: 11
Hit Dice: 6 (70 HP)
Move: 12
Attacks: 2
Damage: Magic or Bare-Knuckle Punches
Special: *Mystical Powers, Toughness +1, Advantage on Critical saves
Bonuses: +11 to Melee attacks and damage, +3 to Range attacks, +3 to Initiative, +6 to Spot & Listen, +12 to Athletics checks, +9 to Sleight of Hand, +8 to Intimidation, +7 to Interrogation, +14 to Knowledge: Magic

STR: 20 **INT:** 18 **WIS:** 13
DEX: 14 **CON:** 19 **CHA:** 15

Morale: 9
Terror: -
HDE: 8

***Mystical Powers** (Cannot Step into the Void)
• **Blinding Flash** (15' Cone in front of you) All in the cone must make a DEX check at Disadvantage or be Blinded for d6 rounds.
• Comprehend and speak all languages.
• **Eldritch Blast** (Range 100') Does d4 Fire & d4 Magic damage.
• **Eldritch Flight:** Move 36
• **Eldritch Punch:** add 2 Magic damage to your empty-handed attacks.
• **Invulnerability:** Impervious to Physical and Energy damage (Psionics and Magic do full damage)
• **Transmutation:** You can change the appearance of your clothing at will.

Background

A car collision killed the wife and child of Thomas Knight. Thomas Knight watched his

Erik Talvola (Order #27775353)

family die. The drunken teen responsible for the crash which killed his wife and child survived the crash, while Thomas himself watched his family consumed in flames.

Grief counselors tried to assist Thomas through the grieving process, though he quickly grew tired of so much talk of coping skills and survivor's guilt. Unable to work through his grief, Thomas instead sought out a means of vengeance. Turning to the occult, Thomas drifted from one charlatan to another until he found a true practitioner of magic willing to teach him. After mastering several advanced spells, Thomas abandoned his master and donned the mask of the vigilante. Thomas's first target was the young teen who had killed his family, consuming the young man in eldritch fire. Since that day, Knight turned his arcane talents towards hunting criminals, no matter how petty.

Sunder

Armor Class: 14
Hit Dice: 2 (20 HP)
Move: 12
Attacks: 1
Damage: Efreeti punches or by weapon
Special: *Efreeti Powers, Toughness +2, Toughness: Fire & Heat +5
Bonuses: +7 to Initiative, +5 to Melee attacks and damage, +2 to Range attacks, +2 to Spot & Listen, +5 to Athletics, +6 to Intimidation, +5 to Pilot: Basic
STR: 19 INT: 12 WIS: 10 DEX: 16 CON: 16 CHA: 12
Morale: 6
Terror: 8
HDE: 3
*Efreeti Powers

- Destructive Fist: Does d6 Kinetic damage + 1 Fire damage +1 Sonic damage.
- Hurling Fist: Does d6 Kinetic damage and knocks the target back 20', unless they make a STR check.
- Mystical Awareness: Cannot be Surprised. All Seize the Moment attacks against you are done at Disadvantage. Half the loss of any sense (rounded down).
- Puncturing Fist: Does d6 Kinetic damage. Ignores the first 2 points of Toughness.
- Shockwave: (15' Cone in front of you) Does d4 Sonic damage to all in the cone and knocks them down unless they make a STR check, adding the Sonic damage they took to their roll.

Background

Before his birth, Saqr's mother was kidnapped by an ancient cult hoping to open a portal to the City of Brass. They summoned an efreeti — a

Erik Talvola (Order #27775353)

genie of fire and destruction — who laid with Saqr's mother as payment for his services. The ritual was thwarted by a group of superheroes, who liberated Saqr's mother, though the deed had already been done: she was already pregnant. Unfortunately for her, her devout parents cast her out of their house, leaving Saqr's mother to cobble together a piecemeal existence in the slums of her city.

Saqr ibn Zuhayr discovered the results of his strange parentage as a young teen. He could cause his hands to become engulfed in flames, unleashing vast destruction upon anything he touched. Determined to no longer live in a slum, Saqr quickly started using his powers for personal gain under the nickname "Sunder". In his masked identity, he cared little about where his wealth came from or how he acquired it, simply that whatever he wanted became his.

Templar

(Normal/ Powers of Faith)
Armor Class: 13/ 15
Hit Dice: 6 (25/ 37 HP)
Move: 12/ 15
Attacks: 2
Damage: Sword
Special: *Powers of Faith
Bonuses: +4/ +6 to Melee attacks and damage, +3/ +5 to Initiative, +2/ +4 to Range attacks, +4/ +6 to Spot & Listen, +5/ +7 to Athletics, +4/ +6 to Sleight of Hand, +6/ +8 to Pilot: Basic, +6/ +8 to Knowledge: Religion

STR: 14 **INT:** 12 **WIS:** 14
DEX: 16 **CON:** 16 **CHA:** 17

Morale: 9
Terror: -
HDE: 7
***Powers of Faith** (You are powered by faith and righteousness. If you loose faith, your powers will weaken.)

It takes an Action and a righteous reason to tap into the Powers of Faith. Once tapped, you maintain the powers until the threat is defeated.
• **Enhanced Attributes:** +4 to each attribute, +3 Move & +2 to AC
• **Enhanced Toughness:** +4 to each save stat and Toughness +2
• Fearless.
• **Sword of Faith:** A platinum sword appears that only you can wield. The sword does d8 Light/ Magic damage. It deals double damage to demons

Background

Growing up in religiously strict foster home, John Tancred was taught that evil lurked everywhere and that only good men could fight it. John was always enthralled by stories about heroic knights fighting dragons, protecting humanity from the things that go bump in the night. As he grew, he became a top student and athlete, but turned down several athletic

Erik Talvola (Order #27775353)

scholarships in favor of entering the seminary.

As a priest, John became known for giving sermons about fighting evil in all its forms. Unwilling to stay in one place, John traveled across the country on his motorcycle, preaching to whomever would listen.

However, while giving a sermon in Stark City, John's congregation was attacked by a gun-wielding thug aiming to rob the offering plate.

The vagrant fired several rounds into the air, causing the congregation to scatter, though John himself stood tall. Taking up the sword from a nearby statue of a saintly knight, John felt infused with the power of his faith and struck down the villain with superhuman strength and speed.

Awestruck by his newfound power, John Templar believes himself to be the avenging knight of God, as he attempts to protect humanity from the influences of evil. However, in his zeal, Templar seeks to remove the "inhuman" influences of the supernatural, believing that anything not coming from Earth — "things not a part of God's creation" — is a creation of the Devil.

Erik Talvola (Order #27775353)

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