

OLKREZE

The Guillotine

Tier 2 Villain by Jay Ledbetter

ORIGINS

Former Commander of the Royal Guard of Galdracken, Olkreze grew frustrated with the inherited right of rulership in her home land. Over time, she proclaimed these beliefs to her knights, amassing an army to try to take claim to the land. However, she knew her people loved the Sapphire Prince, so she framed him for the murder of his parents by killing them with his weapon. Her plan was discovered shortly after the killing took place and she fled her home, now living in exile. She vows to return with her army to take back the land from the crown. Against Olkreze, you’ll face exiled knights dead-set on overthrowing their kingdom.

THEMES

Betrayal, Change vs Tradition, Revolution

TOUCHSTONES

Killmonger from *Black Panther*
Negan from *The Walking Dead*
Kuvira from *The Legend of Korra*



MOTIVES

“Look up, whelp. Witness your end with a steady gaze, and I shall swing with a steady hand.”

Olkreze (she/her) is a soldier, and a damn good one at that. She respects other leaders, offering a firm diplomatic hand at first, but finishes with brute strength, cutting the heads off any who oppose her. She believes might makes right, and she is mighty.

She and her exiled battalion, the Kurak Bazend’zik, scour the world in search of allies against Galdracken. They invade defenseless towns, draining them of supplies during occupation before they march to the next rulership to gather strength.

PLOTS

Olkreze will always end her march at the door of her kingdom, but her path to revenge can vary wildly depending on where she finds the strength to head home and face the crown. If her plans succeed, she is doomed to become the supreme ruler she claims to fight against.

You can choose one of the plot countdowns below to add Olkreze into your campaign, or create your own.

BUILDING HER MILITIA

- 6 The Kurak Bazend’zik arrive in the region. A small mining town suffers their occupation first.
- 5 Olkreze demands riches from the townsfolk, forcing them to mine tirelessly.
- 4 The strongest of the townsfolk attempt to face Olkreze and are cut down in the street.
- 3 Olkreze and her army make their way to a mercenary captain to negotiate support for their invasion. Bounty hunters from around the world pursue her.
- 2 A deal is struck. The Kurak Bazend’zik lay siege on a city to conquer it in exchange for the mercenaries joining the march upon her former kingdom.
- 1 The city is taken. In the wake of destruction, Olkreze kills the mercenary captain, taking their soldiers and marching on her kingdom.
- 0 The Sapphire King is executed. Olkreze brings forth an age of tyranny and violence.

SEIZE THE RELIC

- 5 The Kurak Bazend’zik arrive in the region, having heard of a powerful relic hidden in the area.
- 4 Olkreze’s army spreads out across the land, investigating the relic’s whereabouts.
- 3 Her wizard, Catalyst, discovers the relic’s location. Olkreze and her army convene in a town nearby.
- 2 Olkreze and her army venture in to the relic’s dangerous home, bringing captives as protection from any who follow them.
- 1 Olkreze acquires the relic. Bolstered by its power, she marches on her kingdom.
- 0 The Sapphire King is executed. Olkreze brings forth an age of tyranny and violence.

LIEUTENANT

Olkreze’s Lieutenant is a wizard named **Catalyst** (he/they). He serves as her tactical advisor and mage, and in turn her army supplies him with stolen arcane texts and magical items for study. While loyal to Olkreze, his primary concern is with his research. Catalyst would turn on her for worldwide prestige in studies of the arcane.

FACTION

Olkreze leads a group of exiled knights called the Kurak Bazend’zik (translated as “Devils Without Home”). The Kurak are fiercely loyal knights who believe in Olkreze’s path against her kingdom. They are often blunt and militaristic in conversation, bullying those they view as weaker than them.

FACTION FEATURES

You can make any adversary a member of Olkreze’s faction by giving them one of these features.

AVENGE ME! - Passive: When the adversary dies in a scene with Olkreze, her *Bring Down the Blade* countdown ticks down 1.

Fight Like Hell - Reaction: When an ally within Very Close range takes Major or Severe Damage, the adversary gains advantage on their next action.

Exploit the Opening - Reaction: When a PC rolls a failure with Fear, the adversary can make a standard attack against a target, dealing half damage.

FEAR MOVES

While Olkreze is active in your campaign, you can use these Fear Moves to make the PCs feel her presence.

Scouting Party (1): A group of Kurak warriors happen upon the party, demanding they surrender their weapons and come as prisoners.

Fright of Knights (2): An NPC distrusts the PCs, having heard tell of evil knights in the area.

Praise the Guillotine (4): A mob of townsfolk gathers in support of Olkreze, causing local unrest.

Heads Will Roll (8): A local leader or major NPC stands up to Olkreze, and she executes them.

SESSION ZERO QUESTIONS

When adding Olkreze to your campaign, ask any of these questions to your players, or make your own.

- Are you from Galdracken? How did your upbringing make you aware of the Kurak Bazend’zik?
- What is your character’s relationship with nobility/ rulership? How do they wish the world was run?
- Describe a small town your character visited when they were a child. Who was in charge there?
- Describe a powerful relic your character heard of in folktales. What did it do, and why was it hidden away?

CATALYST

Tier 2 Support

An exiled Drakona wizard, serving as Olkreze’s tactical advisor and seeking renown for his arcane knowledge.

Motives & Tactics: Study enemies, gather secrets, ward the commander

Difficulty: 15 | **Thresholds:** 10 / 18 | **HP:** 4 | **Stress:** 6
ATK: +2 | **Draconic Wand:** Far | 2d4+4 mag

Experience: Researcher +3, War Mage +2, Self-preservation +2

FEATURES

Avenge the Scholar - Passive: When Catalyst dies in a fight with Olkreze, her *Bring Down the Blade* countdown ticks down 2.

Omit Magic - Action: Mark a Stress to end the effect of a spell or clear any condition affecting Catalyst or an ally he can see within Very Close range.

Arcane Ambush - Action: Spend a Fear and choose a point within Far range. All allies within Very Close range of Catalyst are safely tossed to a point within Very Close range of that point. If 4 allies land in Melee range of a PC, that PC becomes temporarily *Vulnerable*.

I Never Liked Her, Anyway - Reaction: When Olkreze dies in a fight with Catalyst, Catalyst flees or surrenders to the PCs.

OLKREZE

THE GUILLOTINE

Tier 2 Solo

An exiled Drakona commander carving a path to her revenge, seizing power and cutting the heads of those who stand in her way.

Motives & Tactics: Decry, destabilize, decapitate

Difficulty: 16 | **Thresholds:** 13 / 26 | **HP:** 9 | **Stress:** 5
ATK: +4 | **Dracken Longsword:** Melee | 2d10+2 phy

Experience: No Kings +3, Might Makes Right +3

FEATURES

Relentless (2) - Passive: Olkreze can be spotlighted up to 2 times per GM turn. Spend Fear as usual to spotlight her.

Off With Your Head - Passive: When Olkreze deals damage to a *Headhunted* creature, her *Bring Down the Blade* countdown ticks down 1.

Might of Militia - Action: Spend 2 Fear to spotlight Olkreze and up to 4 allies within Far range.

Guillotine - Action: Make a standard attack. On a success, **mark a Stress** to add 5 to the damage roll and make the target *Headhunted*. A *Headhunted* creature who marks their last HP from an attack from Olkreze cannot choose Avoid Death as their death move.

Bring Down the Blade - Reaction: Countdown (Loop 6). When Olkreze takes damage for the first time, activate the countdown. When it triggers, Olkreze moves to the *Headhunted* creature with the least HP in Close range and makes an attack with advantage. On a hit, the target takes Severe damage.

Vengeful Adrenaline - Reaction: When Olkreze takes Major or Severe Damage, her *Bring Down the Blade* countdown ticks down 1 and you gain a Fear.