



NAMR

AN IMP RACE OF UNASSUMING SIZE, IMMOVABLE STRENGTH, AND CHAOTIC SHENANIGANS.

By Christopher Zito



GETTING UNDER A FIEND'S SKIN

Fiends come in all shapes and sizes and vary in powers great and small, but what plagues Fiends in the pits of Hell? One would assume powerful competing devils, demons, or even the angels of the heavenly planes themselves would be the bane of Fiends, but this is not the case. For from dark small crevasses of the underworld sprung forth small Imp like Fiends that feed of the misery of their kin. The Namr are a strange race that have no clear origin point, as they just seemed to crawl out of the shadows. A popular theory amongst the Fiends of the underworlds is that the Namr are said to be pure molten rock made flesh of the very caverns they crawled out from. The Namr are so overwhelming in numbers they have been known to invade townships, castles, and other civilizations within Hell to play tricks, heckle, and overall just be a massive annoyance. The Namr feed off all emotions from any creature that fall victim to or observes their antics, this emotion syphoning does not harm the victim and grants nourishment. Even though Namr can syphon emotion from victims or bystanders, they are capable of nourishment from food and drink just as any other Fiend. As the Namr rose in numbers and began to overtake civilizations with their presence, some Fiends began to strike deals with the Imps and weaponized their overenthusiastic tendencies to cause mayhem. Larger Fiends would have them spy on competing Fiends, send them out into wars to sabotage enemy camps, and even be messengers to converse with mortals in the Material Planes to sway young mages to form pacts with their emotional paymasters.

THE PRICE FOR PRANKING

The Namr are born of seemingly nothingness and shadows in the pits of Hell, however sometimes the Namr wonder if their japes can go further beyond a plane of misery, war, and evil. Namr in Hell have near invulnerability to physical pain or trauma in Hell, thus their demeanor for causing chaos amongst the denizens of Hell is met with little regard for consequence. When a Namr travels to any Realm outside of Hell, unbeknownst to them their physical indestructibility is removed as it was a gift bestowed to them for being made from the infernal realms. Though most Namr who reside in the Outer Planes still have superior physical strength and fortitude, they seldom notice their loss and continue to pester the Material Planes, much to their dismay as their dwarfed abilities can leave them open for an early demise. Namr will quickly discover that they no longer just appear from the shadows as they did in the pits of Hell, and through observing and mimicking the actions of their Material Plane dwelling kin, the Tiefling, the Namr learned how to form bonds, families, and conform to societies to procreate their species from the brink of extinction.

MISCHIEF IN THE MATERIAL WORLDS

The Namr still syphon off emotions of others even in an alien plane of existence, as such they are quick to adapting to other societies cultures and customs to find the best ways of getting an emotion rise from them. While some will hide in the underbellies of towns or cities to continue their pranks within the limits of their new homes, the call for new emotions and mischief can be too overwhelming for Namr to stay put for long. Namr will seek comfort and companionship in adventuring parties to satiate their desire for emotions to syphon and be rewarded for their tricks and nefarious actions. Namr will also form social packs and travel together to seek out ways to syphon with their kin, as such Namr vagabond communities of 20-50 per pack can form. These packs of Namr often come in the form of circus troupes, highwaymen, or traveling merchants as entertainment, thievery and commerce can be ways to syphon energy from others. By banding together can they discover new ways to have fun annoying mortals, satisfy their hunger and maybe even find a place to call home while doing so.

THE MARKINGS OF MINIATURE MAYHEM

The Namr come in various shapes however a Namr is known for its signature physical markings. The Namr stand 2'5 to 4 feet tall sporting a fine black leather coat, males are more angular while females are more curvy as with any humanoid gender archetypes. Their ears are bulbous and can extend outward of '10 inches into a "Flop" like fashion or be as close to the head, a feature known as "Plumpear". Their eyes are large and characteristic sporting a variety of bright colored iris' and their tails always sport a spade like tip at the end. The Namr's underbelly markings that cover their face and reach down to their bellies are the easiest way to tell one apart from the other, as the markings can come in various etchings and different greyscale tones of color. Another way to discern Namr is by their horns, their horns can range from small nub like protrusions or long and complex growth patterns. Their horns are very weak and can break easily through physical contact, however they grown back just as fast as they are lost after twenty-four hours, as does their tails should it be removed.

NAMR NAMES

Namr names are often just curses, derogatory adjectives, or just mischievous actions in Infernal text. Namr of the pits of Hell give themselves titles of their greatest chaotic actions or a short phrase that personifies their greatest prank. Namr will do the same for the Material Planes, but will adopt these short phrases as pen names to add to the start or end of their "Material Name". Namr will often insist that they be referred to their pen name, and their Material Name only to be used if a situation is dire and requires their full unbridled attention.

For example if a female Namr's greatest prank was spreading ball bearings and tripping a guard, she could be known as "'Knight Fall' Abby" or "Abby 'Tumbles'".

Namr Pen Names. Ankle Biter, Arison, Break-In, Bone Break, Bruises, Crasher, Cuts, Hurt, Ignite, Inky, Knives, Japes, Mud, Manic, Money Grubber, Robber, Silly, Stiches, Stabs, Trippy

NAMR TRAITS

Your Namr character will have the following features to best watch their victims fall prey to their unassuming strength.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Ability Score Decrease. Due to your cock-sure attitude and confidence in your physical stature, your Wisdom is decreased by 2.

Age. Outside of magical might or picking fights they cannot win, the normal life expectancy of the Namr is 150 years.

Alignment. The Namr are conniving and mischievous. Due to their absurdly hardy physical forms they will instigate fights for fun, taking delight in their victim's struggle to retaliate. As such Namr must always be Chaotic, there is almost never a Lawful Namr.

Size. Namr are Small varying from 2'5 - 4'5 feet tall.

Speed. Your base walking speed is 30 feet.

Psychevore You can devour emotions from others once per day, this action is visually represented by you inhaling psychic energy that pours from the victim's face. This fully nourishes you as if you have eaten food. The creature must be capable of conveying emotion, willing to let you feed and must convey the emotion for you to eat. When you eat an emotion the creature cannot use that emotion for 24 hours.

Natural Armor. While not wearing any armor, your AC is 13 + Con Modifier.

Unassuming Weight. While you are small, you count as a Large size category creature for the purposes of carrying capacity, pushing, pulling, and weight. A Namr's weight can range between 350-450 pounds, however they can reduce their weight to a Small Size Category of 60-100 pounds so long as they are willing. This weight shifting ability does not physically add or reduce weight, but rather it applies shifts in the Namr's density. When a Namr raises it's weight, it loses the penalty to Heavy Weapons as a Small sized Creature. In combat, the Namr can use a move action to raise or reduce their weight. If they are on top of a creature or if a creature is holding onto the Namr and the Namr raises their weight, the creature must make a Str Check vs DC 8 + Prof + Con or be knocked prone. This does not work on creatures with a Size Category of Large or greater.

Weapon Proficiency. Namr have proficiency in any weapon that has the Heavy keyword.

Fiendish Resistance. Namr have resistance to Fire.

Deceiving Nature. Namr have proficiency in Intimidation and Deception.

Languages. Namr can read, write and speak Infernal and only speak Common.

FERAL NAMR

While the Namr that travel to the surface are abt more 'easier' to handle, the Namr adventurers encounter in the infernal realms are much worse. Unless adventurers can strike a deal that best tickles a Namr's fancy for emotional feasting or less than minor pranks, engaging Namr in combat is a near suicidal venture. Feral Namr are much more savage in their antics, often their pranks entail torture, barbaric traps, and bloodshed. The reason for this enhanced chaos is all for watching their victims rithe in torment, as misery is Feral Namr's favorite emotion to feast upon in Hell.



Feral Namr when facing down a returning kin from the surface, will act far more civilized towards them, however unbeknownst to Ferals, their kind from the Material Plane(also known as "Material Namr"), do not retrieve their Feral kind's invulnerability upon returning to the infernal planes. Material Namr should do their best to keep this information very secretive, should the Feral's learn of their dwarfed resilience, Ferals will use this information to play malicious tricks on their "lesser" kind more fiercely towards them. Material Namr unlucky to survive the hazing onslaught by their evil counterparts, will be dragged back into the shadows where they originated from. In time they will lose their sense of morality and memory of their time on the surface and be reborn as a Feral Namr. Even if a Material Namr is reduced to a feral state, they still will not have the same resilience as the Feral's who converted them. Due to the conversion they will be unaware of this and believe they are just as sturdy as the other Ferals and most likely meet an unfortunate demise if not by a larger fiend, but by the Ferals that converted them.

PLAYING A FERAL NAMR

If you are playing a Namr who has never traveled to any other Realm outside of the Nine Hells, your Namr can be considered Feral. Feral Namr have a much more powerful version of their **Ability Score Decrease**, **Natural Armor** and **Fiendish Resistance** features that you may opt to take in exchange for their Material counterparts, however it would be wise to consult your DM if they would allow this feature exchange.

FERAL NAMR VARIANTS

You may exchange your existing features of the same name for the following variants.

Ability Score Decrease. Due to your complete disregard for consequence, your Wisdom is decreased by 4.

Natural Armor. While not wearing any armor, your AC is 13 + Dex + Con.

Fiendish Resistance. Feral Namr are Immune to Fire

FERAL NAMR

Small Fiend, Chaotic Evil

Armor Class 21

Hit Points 50(5d12 + 4)

Speed 35ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	8 (-1)	6 (-2)	12 (+1)

Damage Immunities Fire, Necrotic

Senses passive Perception 10

Languages Infernal

Challenge 10 (5450 XP)

Unassuming Weight. This creature count as a Large size category creature for the purposes of grappling. A Feral Namr's weight can range between 350-450 pounds, however they can reduce their weight to 60-100 pounds so long as they are willing.

Emotion Bargain. Feral Namr will respond favorably to granting them a taste of one's emotions. The creature must make a Persuasion, Intimidation, or Performance check vs a DC 13, if failed the Feral Namr will deal 2d6 + 4 Force Damage and drain the emotion the creature tried to convey permanently. If they succeed they must then make a Charisma Saving Throw vs DC 16, if they succeed they take half of 2d6 + 4 Force Damage, lose the ability to express the conveyed emotion for 24 hours, and the Feral Namr will become a willing servant for 24 hours. If failed the Feral Namr will deal 2d6 + 4 Force Damage, the creature loses the ability to express the conveyed emotion permanently and the Feral Namr will ask to feed on another emotion until the creature succeeds the Chraisma Saving Throw or combat is initiated. Lost emotions can only be returned via the spell **Remove Curse**.

Actions

Weight Shift. *Move Action:* The Feral Namr can use a move action to raise or reduce their weight. If the Feral Namr raises it's weight it cannot be physically pushed or pulled.

Weighted Weapon Attack. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit* 8 (2d6 + 4)

Drink Misery. *Reaction:* If a Feral Namr successfully hits a target with an attack, or witnesses any creature within 60 ft recieving damage, they can drink the emotion of anguish the creature creates. The Feral Namr recovers 2d6 + 4 hit points.

Weight Crush. *Grapple Attack:* The Feral Namr will attempt to latch onto a creature with a grapple check, if they succeed they will then raises their weight, the creature must make a Str Check vs DC 15 or be knocked prone. This does not work on creatures with a Size Category of Large or greater.



NAMR CREATED BY CHRISTOPHER ZITO

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LAYOUT MADE WITH HOMEBREWERY.

A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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