

Balor-Kin Racial Class

By James Mishler & Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

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BALOR-KIN RACIAL CLASS

Requirements: CON 9, INT 9
Prime Requisite: STR and CHA
Hit Die Type: d8 (d8 Advanced Option Hit Dice)
Maximum Level: 10
Fight As: Fighter
Save As: Fighter

Balor-kin are among the most powerful of the demon-kin races, the greatest among their number counted among the mightiest of demons. They have a reputation for brashness, flashes of brilliance, and often letting their reach exceed their grasp. Unlike lesser demon-kin, they are as willing and capable of trickery as they are of using brute strength. Balor-kin are leaders, or first among equals at worst, never followers – unless they are simply biding their time to strike.

Balor-kin are tall and continue to grow throughout their lifetime. Young balor-kin start out at 6’ + 1d12” in height; add half their hit points to their height in inches (growing in stature each level). Build ranges from emaciated and skeletal to very stout, robust, barrel-like, and/or muscular. Skin, hair, and eye colors include red, orange, yellow, blue, indigo, violet, white, and black; it is very rare for all three to match in any fashion. Balor-kin appear human-like in form, but have horns, bull ears, razor-sharp teeth, clawed hands, wings, and often (though not always) cloven hooves for feet. Their wings are usually dragon-like, less commonly bat or raven-like. Balor-kin speak Common and Demonic.

Armored Skin. Balor-kin cannot wear any sort of mortal armor; it would never survive their immolation ability (see below). However, as they grow in power, their skin, already tough as studded leather, becomes thicker and tougher, until it becomes as strong as plates of iron. Balor-kin can wear metal-based magical armor, however, unless it provides a better base armor than their natural armor, it only provides the magical bonus to their natural armor. Balor-kin benefit from high Dexterity.

Creatures of Fire and Shadow. Balor-kin are immune to normal fire and resistant to magical fire (save at +2 and suffer 1 point less per die of damage). Balor-kin suffer an additional point of damage per die from cold and water attacks. Balor-kin have 120’ infravision and can see through magical darkness 10’ + 5’ per level. They count as demons for magical purposes and are susceptible to holy water. Though they prefer to live underground or move above ground only at night, balor-kin operate without penalty in daylight.

Creatures of Magic. Balor-kin have a high resistance to magic, gaining a +4 bonus to save versus spells, spell-like devices, and wands. Balor-kin may use any magic items, regardless of class limitations (though they can use magic-user/elf scrolls only if they have the *read magic* power).

Dual Wield Warriors. Unarmed balor-kin can attack with their claws, two each round, each attack dealing 1d4 points of damage modified by Strength. Balor-kin can wield a weapon in each hand and make an attack with each in the same round without penalty (or wield one weapons and attack with weapon and claw). They may choose instead to make a gore attack with their horns, dealing 1d6 points of damage modified by Strength.

Immolation. Balor-kin can cause magical fire and flames to engulf their bodies. Anyone standing within 5’ of an immolating balor-kin suffers 1d6 points of magical fire damage per round, at the beginning of the balor-kin’s turn. Balor-kin are susceptible to other balor-kin fires. The balor-kin can cause her immolation to extend to one of her weapons, allowing that weapon to cause an additional 1d6 points of fire damage per hit. Immolation can be used once per day per level and lasts for up to one turn. Its effects stack with *fire shield*.

Inhuman Stature. Once a balor-kin has grown to attain a height of 9’0” or greater, she is considered a larger-than-man-sized creature. Double her land-based encumbrance maximums and increase maximum flying encumbrance to 180 pounds (see below). A large-sized balor-kin can also wield a two-handed melee weapon in one hand and can wield ogre and hill giant-sized weapons (with commensurate damage).

Movement. Balor-kin move relatively slowly on foot, with a base movement of 60’ (20’); however, they are unencumbered until they carry more than 120 pounds, at which point they are reduced to a speed of 30’ (10’). Balor-kin can carry a maximum of 180 pounds on foot. Balor-kin fly at a base speed of 150’ (50’), but only when they carry no more than 40 pounds. Their speed is reduced as outlined below when encumbered. Balor-kin are clumsy flyers and can remain aloft for only three turns. They must rest their wings for a full turn after every three turns of flight.

Balor-Kin Flight Movement and Encumbrance	
Encumbrance	Flying Movement
Up to 40 lbs.	150’ (50’)
41 to 60 lbs.	120’ (40’)
61 to 80 lbs.	90’ (30’)
81 to 100 lbs.	60’ (20’)
101 to 120 lbs.	30’ (10’)

Natural Magicians. As balor-kin grow in power, they gain more magical powers of fire and flame, shadow, and sorcery. These are not magical spells; instead, they are spell-like abilities. Balor-kin do not keep or need spell books, nor do they pray for or otherwise memorize spells. Every level a balor-kin gains a new power, roll randomly on the appropriate balor-kin power level table. Each power the balor-kin knows can be used once per day; used abilities are regained after eight hours of rest and an hour of meditation.

Note: If a balor-kin rolls the same ability twice, this means she can use that ability twice in one day (or if rolled three times, thrice in a day).

Note: If you use failure chance and bonus spells for clerics based on Wisdom in advanced edition play, you might also wish to use failure chance and bonus powers for balor-kin based on Charisma. Simply use the balor-kin’s Charisma score instead of their Wisdom score when consulting Wisdom Table II.

Balor-Kin Table I: Level Progression		
Experience	Level	Hit Dice (d8)
0	1	1
5,666	2	2
10,666	3	3
25,666	4	4
50,666	5	5
100,666	6	6
250,666	7	7
500,666	8	8
1,000,666	9	9
1,500,666	10	10



Balor-Kin Table II: Armor and Powers Progression					
Level	AC	Balor-Kin Powers			
		1	2	3	4
1	7	1	–	–	–
2	7	2	–	–	–
3	6	2	1	–	–
4	6	2	2	–	–
5	5	2	2	1	–
6	5	2	2	2	–
7	4	3	2	2	1
8	4	3	3	2	2
9	3	3	3	3	2
10	2	3	3	3	3

BALOR-KIN POWERS

LEVEL 1 (d8)

- 1. Burning Hands (M1)
- 2. Cause Fear (C1)
- 3. Detect Magic (M1)
- 4. Darkness (C1)
- 5. Faerie Fire (D1)
- 6. Read Languages (M1)
- 7. Read Magic (M1)
- 8. Manipulate Fire (M1)

LEVEL 2 (d8)

- 1. Detect Invisible (M2)
- 2. ESP (M2)
- 3. Fire Trap (D2)
- 4. Heat Metal (D2)
- 5. Knock (M2)
- 6. Produce Flame (D2)
- 7. Pyrotechnics (M2)
- 8. Scare (M2)

LEVEL 3 (d8)

- 1. Bestow Curse (C3)
- 2. Continual Darkness (C3)
- 3. Dispel Magic (C3)
- 4. Explosive Runes (M3)
- 5. Fear (I3)
- 6. Fireball (M3)
- 7. Protection from Normal Missiles (M3)
- 8. Suggestion (M3)

LEVEL 4 (d8)

- 1. Contact Other Plane (M5)
- 2. Fire Shield (M4)
- 3. Flame Charm (M4)
- 4. Globe of Invulnerability, Lesser (M4)
- 5. Magic Jar (M4)
- 6. Protection from Normal Weapons (New)
- 7. Telekinesis (M5)
- 8. Wall of Fire (M4)

Protection from Normal Weapons

Level: 4
Duration: 12 turns
Range: Touch

While under the effects of this spell, the caster or subject is completely unharmed by non-magical melee, missile, or thrown weapons (including natural attacks). Only the subject receives this protection, and it does not extend to attacks weapons such as those that giant- or dragon-sized creatures employ, or magical weapons of any kind. The natural attacks of creatures who are themselves immune to non-magical weapons are counted as magical attacks and are not affected by this spell.

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