

Marilith-Kin Racial Class

By James Mishler & Jodi Moran-Mishler



Labyrinth Lord
Compatible Product

PUBLISHER: James Mishler

AUTHORS: James Mishler and Jodi Moran-Mishler

ART: Jacob E. Blackmon

Find out more information about products from James Mishler Games at <http://jamesmishlergames.blogspot.com> or e-mail us at jamesmishler@gmail.com.
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MARILITH-KIN RACIAL CLASS

Requirements: INT 9, CHA 9

Prime Requisite: STR and DEX

Hit Die Type: d8 (d8 Advanced Option Hit Dice)

Maximum Level: 8

Fight As: Fighter

Save As: Fighter

Marilith-kin are among the most powerful of the demon-kin races, the greatest of their people ranked with the generals and leaders of the armies of Evil Chaos. Unlike most other demons and demon-kin, they are far more apt to submit to leadership (at least, in military and combat situations), operate effectively in a hierarchy, and run orderly armies, battalions, companies, and squads of demon-kin. Where other demons use brute strength and fiendish rage, marilith-kin train extensively in the use of weapons and battle tactics. Marilith-kin are the metaphysical demonic archetype of strategy and tactics rendered in physical form.

Marilith-kin begin their lives in a very human-like form, with two legs and two arms. Contrary to popular belief there are both male and female marilith-kin (their society is, however, matriarchal, so it is mostly high-ranking female marilith-kin who are chosen by the Demon-Gods for ascension to full demon status). Marilith-kin are tall, standing 6' + 4d6" in height; build is usually athletic, wiry, voluptuous, or muscular. Skin originally ranges from ivory white to ebon black, the typical being alabaster to deep tan. Once a marilith-kin attains her serpentine form, her skin changes, and becomes scaly; sometimes just on the legs, other times further up along the body, only rarely covering the entire flesh of the body. Often the underbelly is of a different color than the sides and back; sometimes the scale color exhibits a diamond shape, other times rosettes; the full range of snake patterns are possible. Some marilith-kin have rattles on the ends of their tail.

The abilities, color, patterns, and shapes of the serpent-form are set for life when a marilith-kin first manifests her serpent form. Hair and eyes can be of literally of any color, including those not normally seen in humans; colors such as pink, green, or blue are not uncommon. Hair ranges from long and straight to short and kinky; some marilith-kin lose all their hair after they first manifest their serpent form. Eyes are usually human, though sometimes are snake-like, especially after first manifesting. Some marilith-kin have horns; others do not.

Marilith-kin speak Common and Demonic.

Armored Skin. Marilith-kin generally wear only partial suits of armor, if any, as it can restrict their ability to use their multiple arms and manifest their serpent tail. As a marilith-kin advances in power, her natural armor improves dramatically. Marilith-kin natural armor is modified by Dexterity.

Creatures of Infernal Darkness. Marilith-kin have 90' infravision and can see through magical darkness of 10' + 5' for every two levels (round up). They count as demons for magical purposes and are susceptible to holy water.

Creatures of Magic. Marilith-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).

Movement. Marilith-kin base movement is 120' (40').

Multi-Armed Warriors. Marilith-kin begin life with only two arms; at 3rd level they gain a second pair of arms, and at 6th level they gain a third pair of arms. Unarmed marilith-kin can attack with their claws, one attack each claw per round, each attack dealing 1d3 points of damage modified by Strength. Marilith-kin can wield a weapon in each hand and make an attack with each in the same round without penalty. Marilith-kin may split their attacks as they see fit; a marilith-kin with six arms might fight in melee with three arms, throw a weapon with another arm, and use a missile weapon with two arms.

Natural Magicians. As marilith-kin grow in power, they gain more magical powers of enchantment, charm, and sorcery. These are not magical spells; instead, they are spell-like abilities. Marilith-kin do not keep or need spell books, nor do they pray for or otherwise memorize spells. Every level a marilith-kin gains a new power, roll randomly on the appropriate marilith-kin power level table. Each power the marilith-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 marilith-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 marilith-kin based on Charisma. Simply use the marilith-kin's Charisma score instead of their Wisdom score when consulting Wisdom Table II.

Serpent Form: Marilith-kin first manifest their serpent form at 4th level. In this form the marilith appears as a "snake-centaur," with the torso and upper body of their humanoid form and a 20' long serpent tail growing out from the base of the torso. At this point the marilith-kin's humanoid form may change to be more like that of a serpent – her skin might become scaly, eyes become like that of a snake, skin and hair turn green, snakes for hair, and so forth (this is up to the player).

The marilith-kin may manifest her serpent-form once per day per level, retaining the form for up to one turn per level per manifestation.

Roll to determine the marilith-kin's snake form (d20):

1-15) Python. Gain constriction attack, deals 2d4 points of damage, automatic each subsequent round, and renders victim unable to otherwise act until they escape (make a successful roll to hit against the marilith-kin, deals no damage, breaks the constriction). Constriction attack is in addition to normal weapon or claw attacks.

16-17) Rattler. Gain a poisonous bite attack. Bite deals 1d3 points of damage, victim must save versus Poison or die in 1d6 turns. Also gain a rattle; may rattle once per battle, all enemies within 60' must make a saving throw versus Spells, failure indicates they suffer a -1 penalty to hit and to saving throws for one turn.

18) Pit Viper. Gain a poisonous bite attack. Bite deals 1d3 points of damage, victim must save versus Poison or die in one turn. Also gains a +3 bonus to initiative.

19) Sea Snake. Gain a poisonous bite attack. Bite deals 1d3 points of damage, victim must save versus Poison or die in 1d4+2 turns. The poison is very potent, and the spell *neutralize poison* is ineffective 25% of the time. Bite attack takes the place of two other attacks by weapon or claw.

20) Spitting Cobra. Gain a poisonous bite attack. Bite deals 1d3 points of damage, victim must save versus Poison or die in 1d10 turns. Also gain the ability to spit poison at a target up to 30' away. A victim is entitled to a saving throw versus Poison, and failure indicates the opponent is blinded until the application of a *cure blindness* spell.

Note: Each bite attack takes the place of two other attacks by weapon or claw. Only the Rattler may bite twice in a round, forgoing four weapon or claw attack.

Marilith-Kin Table I: Level Progression		
Experience	Level	Hit Dice (d8)
0	1	1
4,666	2	2
8,666	3	3
16,666	4	4
32,666	5	5
64,666	6	6
128,666	7	7
256,666	8	8

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

MARILITH-KIN POWERS

LEVEL 1 (d8)

1. Cause Fear (C1)
2. Charm Person (M1)
3. Detect Magic (M1)
4. Darkness (C1)
5. Hypnotism (I1)
6. Read Languages (M1)
7. Read Magic (M1)
8. Manipulate Fire (M1)

LEVEL 2 (d8)

1. Detect Invisible (M2)
2. ESP (M2)
3. Knock (M2)
4. Levitate (M2)
5. Pyrotechnics (M2)
6. Scare (M2)
7. Snake Charm (C2)
8. Snake Swarm (as C3 Insect Swarm, but snakes!)

LEVEL 3 (d8)

1. Bestow Curse (C3)
2. Continual Darkness (C3)
3. Dispel Magic (C3)
4. Fear (I3)
5. Fly (M3)
6. Protection from Normal Missiles (M3)
7. Sticks to Snakes (C4)
8. Suggestion (M3)

LEVEL 4 (d8)

1. Contact Other Plane (M5)
2. Globe of Invulnerability, Lesser (M4)
3. Magic Jar (M4)
4. Polymorph Others (M4)
5. Polymorph Self (M4)
6. Project Image (I5)
7. Protection from Normal Weapons (New)
8. Telekinesis (M5)

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 or 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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