

Nalfeshnee-Kin Racial Class

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Labyrinth Lord
Compatible Product

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NALFESHNEE-KIN RACIAL CLASS

Requirements: STR 9, WIS 9

Prime Requisite: INT and CHA

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

Maximum Level: 10

Fight As: Fighter

Save As: Fighter

Nalfeshnee-kin are among the most powerful of the demon-kin races, the greatest of their people holding the greatest predominance of royal minister/grand vizier positions in the Abyssal realms of Evil Chaos. Nalfeshnee-kin, while not the most intelligent of all demon-kin, are often counted among the most wise, and thus are better able to use their intelligence to good effect, unlike the more bestial and short-sighted of the demon-kin. They are more like the devils of the Hells than the demons of the Abyss in that they actively seek to subvert and seduce mortals into giving up their souls; they are, among the demon-kin, the most like succubi/incubi in this fashion. Whenever one encounters a group of various demon-kin, it is usually the nalfeshnee-kin or the succubi-kin who are the power(s) behind the throne.

Nalfeshnee-kin are most unusual of the common demon-kin, in that they have the most variable form among their breed (other demon-kin of more esoteric sort are much more highly variable, but of the six common major breeds, the nalfeshnee-kin are the most chaotic of form). Their basal form is a random mixture of primate and suidae – monkeys/apes and swine/warhogs – in humanoid form, with the addition of wings of various sorts. Each nalfeshnee-kin rolls on the following table to determine their physical characteristics for each of the following body parts – head, eyes, ears, nose, mouth, torso, arms, claws (pig claws have three stubby fingers & thumb), legs, feet, and on the second column, wings.

Nalfeshnee-Kin Body Part Table		
Roll	Body Part (d10)	Wings (d10)
1	Babirusa	Bat
2	Baboon*	Dove
3	Bushpig	Dragon
4	Chimpanzee	Eagle
5	Domestic Pig	Flamingo
6	Gorilla	Hawk
7	Monkey*	Owl
8	Orangutan	Peacock
9	Warthog	Raven
10	Wild Boar	Vulture

* Nalfeshnee-kin with baboon or monkey legs also have a tail, considered a sign of luck and power amongst nalfeshnee-kin.

Nalfeshnee-kin begin life quite small – standing a mere one foot tall, +1d6". They grow ~one foot per level, in spurts between levels (1d4" every quarter of a level or thereabouts). Build is usually broad and muscular.

Nalfeshnee-kin speak Common, Demonic, and Infernal.

Armored Skin. Nalfeshnee-kin generally do not wear armor, as any encumbrance can restrict their flying speed. As a nalfeshnee-kin advances in power, her natural armor improves dramatically. Nalfeshnee-kin natural armor is modified by Dexterity.

Creatures of Infernal Darkness. Nalfeshnee-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. Nalfeshnee-kin may use any magic items, regardless of class limitations. They may *read languages* and *read magic* at will. They may use *polymorph self* once per day per level.

Movement. Nalfeshnee-kin base movement is slow, merely 90' (30'); however, they are unencumbered until they carry more than 80 pounds, at which point they are reduced to a speed of 60' (20'), and then reduced to 30' (10') at more than 120 pounds. Nalfeshnee-kin can carry a maximum of 160 pounds on foot. Nalfeshnee-kin fly at a base speed of 120' (40'), but only when they carry no more than 30 pounds. Their speed is reduced as outlined below when encumbered.

Nalfeshnee-Kin Flight Movement and Encumbrance	
Encumbrance	Flying Movement
Up to 20 lbs.	120' (40')
21 to 40 lbs.	90' (30')
40 to 60 lbs.	60' (20')
61 to 80 lbs.	30' (10')

Natural Attacks. Unarmed nalfeshnee-kin can attack with their claws, one attack each claw per round, each attack dealing 1d3 points of damage modified by Strength; they may also bite in the same round, a successful bite dealing 1d6 points of damage modified by Strength. When the nalfeshnee-kin grows to 9'0" or higher, the base damage from these attacks improves to 1d4 and 2d4, respectively. Nalfeshnee-kin can wield weapons, but rarely do so, preferring to use their spell-like powers or claw/claw/bite attacks.

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

Tough. Nalfeshnee-kin are very tough, even tougher and with a greater stamina than balor-kin or marilith-kin. They begin at 1st level with two hit dice and can improve up to 11 hit dice. Constitution modifiers apply to each hit die. Nalfeshnee-kin also have a +4 bonus to save versus Petrify, Paralyze, and Poison (but not Death).

Nalfeshnee-Kin Table I: Level Progression		
Experience	Level	Hit Dice (d8)
0	1	2
5,666	2	3
10,666	3	4
25,666	4	5
50,666	5	6
100,666	6	7
250,666	7	8
500,666	8	9
1,000,666	9	10
1,500,666	10	11

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

NALFESHNEE-KIN POWERS

LEVEL 1 (d12)

1. Auditory Illusion (I1)
2. Cause Fear (C1)
3. Cause Light Wounds (C1)
4. Charm Person (M1)
5. Comprehend Languages (M1)
6. Detect Magic (M1)
7. Darkness (C1)
8. Hypnotism (I1)
9. Identify (M1)
10. Manipulate Fire (M1)
11. Phantasmal Force (I1)
12. Putrefy Food and Drink (C1)

LEVEL 2 (d12)

1. Amnesia (M2)
2. Detect Invisible (M2)
3. ESP (M2)
4. Hypnotic Pattern (I2)
5. Invisibility (M2)
6. Knock (M2)
7. Levitate (M2)
8. Locate Object (M2)
9. Phantasmal Force, Greater (I2)
10. Pyrotechnics (M2)
11. Scare (M2)
12. Stinking Cloud (M2)

LEVEL 3 (d12)

1. Animate Dead (C3)*
2. Bestow Curse (C3)
3. Clairaudience/Clairvoyance (M3, as both spells at once)
4. Continual Darkness (C3)
5. Dispel Magic (C3)
6. Explosive Runes (M3)
7. Fear (I3)
8. Hallucinatory Terrain (I3)
9. Hold Person (M3)
10. Protection from Normal Missiles (M3)
11. Suggestion (M3)
12. Tongues (M3)

* Nalfeshnee-kin who gain the *animate dead* power are said to be marked by Orcus; if they choose to serve Orcus, these nalfeshnee-kin gain the ability to *command undead* as though they were clerics of their level. If they do not choose to serve Orcus, they gain his enmity.

LEVEL 4 (d12)

1. Cloudkill (M5)
2. Confusion (I4)
3. Conjure Elemental (M5)
4. Contact Other Plane (M5)
5. Feeblemind (M5)
6. Globe of Invulnerability, Lesser (M4)
7. Magic Jar (M4)
8. Phantasmal Killer (I4)
9. Polymorph Others (M4)
10. Project Image (I5)
11. Protection from Normal Weapons (New)
12. 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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