

THE Nekomancer

A Labyrinth Lord-Compatible Class



HIT DICE



DEX



INT

REQUIREMENTS



Meow. Meow, meowr mewr. That's right – I speak cat. You may think that *you* do, but you really don't. Not in the same way that *I* do, because you've not been accepted as one of their own. Cats are just humoring you. Not only do I speak to cats, but I can draw on their power and wield it with precision. You do know that all cats are magical creatures, right? That's why you see some many magic users with cat familiars. Cats are naturally closer to the Source than most other creatures, and they touch it with ease. They can sense magic and the hidden, and are attuned to things that we are not. Well, that you are not.

CAT-LIKE FEATURES

As Nekomancers grow in power, they start taking on more of the physical and mental attributes of cats as well as their affectations. Over the course of Levels 1-10, they begin to slowly transform into cat-like humanoids, often being mistaken for catfolk when fully vested in their power. Nekomancers may be of any species to start with, but slowly turn more feline-looking over time, while still retaining some of the physical attributes of their original race, including posture, horns, fangs, wings. As new abilities are unlocked, they shift closer towards looking like anthropomorphic cat people/felinoids.

LOVER OF ALL THINGS SHINY

Nekomancers love the shiny; Baubles, pieces of metal, anything that is reflective starts to become desirable and distracting the more powerful they become. When confronting circumstances where there is a distracting shiny item, the Nekomancer takes a negative modifier equal to their level to resist investigating it or becoming desirous of it.

attack the same target gain a +1 bonus to attacks and to AC. While at Level 1 they may only have small companion cats, at Level 3 they may have medium companion cats, and at Level 7 they may have large companion cats. Nekomancers may mix the types of companion cats, but a medium companion cat counts as two small cats, and a large companion cat counts as three small cats. If a companion cat is killed, it can be replaced whenever the Nekomancer encounters additional cats.

FEAR OF CANINES

Nekomancer's initially dislike canines, but this soon grows into actual real fear and terror. Any initial interactions with canines call for a Saving Throw against Fear, which is rolled with a modifier equal to the Nekomancer's Level. This acts as a Fear spell.

ADDITIONAL ABILITIES

LEVEL 1: CAT-LIKE SENSES

The Nekomancer is imbued with the heightened senses of a cat with regards to smell and hearing, and detecting active magic. At every odd level, starting at Level 1, a Nekomancer gains a +1 bonus to all checks involving smell and hearing. They also become more receptive with regards to magic, especially active magic. The range of these abilities is equal to the Nekomancer's Level ×10 in feet.

Experience	Level	Hit Dice	Cat-Like Senses Bonus	Cat Eyes Bonus	Cat-Like Reflexes Bonus	Nekomancer Abilities	Cat Features
0	1	1d4	+1 /10 ft.	+0	+0	Cat-Like Senses	Ears start changing
2,701	2	2d4	+1 /20 ft.	+1 / 20 ft.	+0	Cat Eyes	Eyes start changing
5,401	3	3d4	+2 /30 ft.	+1 / 30 ft.	+0	Cat Claws	Hands and feet gain claws
108,01	4	4d4	+2 /40 ft.	+2 / 40 ft.	+1	Cat-Like Reflexes	Whiskers start growing
21,601	5	5d4	+3 /50 ft.	+2 / 50 ft.	+1	Cat Whisperer	Voice changes pitch
43,201	6	6d4	+3 /60 ft.	+3 / 60 ft.	+2	-	Tail starts to grow
86,401	7	7d4	+4 /70 ft.	+3 / 70 ft.	+2	Extra Lives	Teeth change shape
172,801	8	8d4	+4 /80 ft.	+4 / 80 ft.	+3	-	Fur starts growing
345,601	9	9d4	+5 /90 ft.	+4 / 90 ft.	+3	-	Posture starts to change
691,201	10	+1 hp*	+5 /100 ft.	+5 / 100 ft.	+4	Crafting	Final transformation
+162,000	+1	+1 hp each level over 9*	(+1 / +10 ft.)	(+1 / +10 ft.)	+4	Cat Den (at Level II)	-

* Hit Point modifiers from *Constitution* are ignored

REACHING LEVEL 2: CAT EYES

The Nekomancer's eyes begin to change to those of a cat. Every even Level (including Level 2) provides a +1 bonus to vision checks in low-light up to the Nekomancer's Level $\times 10$ in feet. They also gain improved peripheral vision up to 280 degrees. At dusk and dawn, they gain an additional single +1 bonus.

REACHING LEVEL 3: CAT CLAWS

Claws develop between the Nekomancer's fingers and toes. The claws grow 1 inch in length every odd Level, starting at level 3, and do d4+Level damage. At Level 6 the claws become retractable but need to continually be filed down to allow this; claws longer than 3 inches cannot be retracted.

REACHING LEVEL 4: CAT-LIKE REFLEXES

Starting at Level 4, and on every even Level on, Nekomancers gain an additional +1 Initiative and Dexterity bonus. This modifier also applies to all Saves relating to speed and movement.

REACHING LEVEL 5: CAT WHISPERER.

At Level 5, a Nekomancer can communicate completely with small or medium cats using meows and posture. At Level 8, they can communicate with larger cats of all breeds. At level 10 and above, they can communicate with magical or supernatural cats.

REACHING LEVEL 7: EXTRA LIVES

Starting at Level 7 and continuing for each Level after until Level 15, a Nekomancer gains a bonus automatic Save versus any event that would cause their death. Each of these Saves may only be used once and is discarded once used; Each event requires the use of one bonus automatic Saves. Survival of the deadly event does not mean that the Nekomancer takes no damage or long-lasting effects, merely that it does not kill them outright.

REACHING LEVEL 10: MAGICAL CRAFTING

At this Level, Nekomancers gain the ability to craft magical items (as opposed to Level 9 for normal Magic-Users). Any magical item made with material components from a cat, or made in the shape of a cat gain a +1 automatic magical bonus or some sort of limited additional benefit to its durability, power, or range etc.

REACHING LEVEL 11: CAT DEN

Nekomancers gain the ability to create a base of operations, such as a magical tower or hideout, and gaining the title Lord Nekomancer. They may now recruit other lesser power Nekomancers as followers, gaining 1d3 of Level 1d3. They also may recruit apprentices from those with magical aptitude who are interested in becoming Nekomancers; this provides 2d6 Level 1 Nekomancers. Nekomancers who create a Cat Den become highly territorial and will engage with any other Magic-User, Nekomancer or not, who poses a potential threat to their power. Should an apprentice attempt to usurp a Nekomancer and fail, they will be killed or disposed of immediately.

NEKOMANCY SPELLS

CAT AGILITY

Level 1 (1 turn)

This spell allows a Nekomancer to jump up to 5x their normal distance while the spell is active. They may also run at burst speed, travelling 2x their normal movement speed and distance, although doing so requires them to rest for at least 1 round after they stop moving.

CAT NAP

LEVEL 1 (Permanent)

Each full hour spent in uninterrupted napping allows a Nekomancer to recover one or more spells equal to the amount of time rested, with the total of all recovered spell's levels not being higher than the total number of hours spent napping. When the Nekomancer reaches Level 5, they may cast this spell on others to allow them to reclaim spells.

DETECT DISEASE

Level 1 (Lasts 1 Turn)

This spell enhances a Nekomancer's senses to be able to detect disease. At Level 1 they must touch or closely smell an infected object or person. At Level 3, the Nekomancer can detect at range of up to 10 feet. This increases to 20 feet at Level 6, and 30 feet at Level 10 or higher.

SUMMON NEKO

LEVEL 1 (Permanent)

This spell operates like the Summon Familiar spell but may only be cast by Nekomancers. It summons a particular type cat familiar called a "Neko". As Nekomancers rise in power, so too do their Neko familiars, who increase their HD, AC, and saves by one half of the Nekomancer's Level (rounded up). As the familiar's attributes increase, so too does its size, with the creature doubling in size every Level increase.

FELINE FEROCITY

LEVEL 2 (Lasts Level Rounds)

This spell provides a +2 bonus to all attacks and melee damage and a -2 to AC for a number of rounds equal to the Nekomancer's Level. When the Nekomancer is Level 5, they may also cast this spell on others.

FELINE STEALTH

LEVEL 2 (Lasts 1 Turn)

This spell allows a Nekomancer to become incredibly silent and stealthy, giving an additional bonus of +1 or 10% for each Level they have to move silently.

MARK TERRITORY

LEVEL 2 (Lasts Level Rounds)

This spell marks a particular area with a Nekomancer's scent, in the same way that cats mark their territory with scent glands. During the activation of the spell, the Nekomancer can mark a number of areas up to their Level, which lasts for the Nekomancer's Level in days. The strength

