

Nalfeshnee-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. Nalfeshnee-Kin Racial Class © 2019 James Mishler. All Rights Reserved.

For more information on Labyrinth Lord™ and related products or to join the Labyrinth Lord Society, please contact Goblinoid Games on the web at www.goblinoidgames.com. This book is published pursuant to a License from Goblinoid Games. Labyrinth Lord™ is Copyright © 2007-2019, Daniel Proctor. Labyrinth Lord™, Advanced Labyrinth Lord™, and Realms of Crawling Chaos™ are trademarks of Daniel Proctor. All Rights Reserved. These trademarks are used under the Labyrinth Lord Trademark License 1.2, available at www.goblinoidgames.com

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/warthogs – 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.

OGL

DESIGNATION OF PRODUCT IDENTITY: The names "James Mishler Games™," "Goblinoid Games™," "Labyrinth Lord™," "Advanced Labyrinth Lord™," and all artwork, logos, and images, are designated as Product Identity.

DESIGNATION OF OPEN GAME CONTENT: With the exception of anything listed as Product Identity, all material on pages 2 and 3 of this work is designated as Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product

Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax,

Labyrinth Lord Copyright 2007-2009, Daniel Proctor; Author Daniel Proctor. Darwin's World, Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future, Copyright 2008, Daniel Proctor and Ryan Denison; Authors Daniel Proctor and Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Jublex, The Faceless Lord%00 (Demon Lord) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based, on original material by Gary Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene based on original material by Gary Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green, based on original material by Gary Gygax.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Advanced Edition Companion, Copyright 2009-2017, Daniel Proctor; Author Daniel Proctor.

Nalfeshnee-Kin Racial Class, Copyright 2019, James Mishler; Authors James Mishler and Jodi Moran-Mishler.

END OF LICENSE