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*Written and Illustrated by Jeremy Hart for use with Old School Essentials.*

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# AGRAM

**REQUIREMENTS** STR 13, CON 13

**PRIME REQUISITE** STR

**HIT DICE** 1d10

**MAXIMUM LEVEL** 8th

**ARMOR** ANY (Must be sized for them). Shields.

**WEAPONS** Any single-handed. Only thrown weapons,

**LANGUAGES** Alignment, Common, Agram, Deepcommon

## DESCRIPTION

Agram are fierce, monstrous humanoids from the deepest depths of the subterranean realm. Their horrific face lacks all facial features save for the fanged maw of a predator. Although they lack eyes, they can perceive their environment through unknown means.

They are large, brutish creatures towering over most mundane folk. In place of one hand, they instead possess a massive pincer similar to what one would expect on a lobster. They have goatish legs, complete with cloven hooves. Many mundane folk believe agram to be demons, or at least kin to some infernal dynasty.

## RESTRICTIONS

**Alignment** Neutral or Chaotic. Agram are raised amidst a society of deprivation and predation. Their culture is primarily based on raiding and reaving. Might makes right in their culture and there is no room for weakness or compassion. As such, they are reluctant to place their faith in any

authority that has not directly demonstrated ruthless brutality and vicious cunning.

**Large** Agram are larger than human-sized. Most average between 8 and 9 feet tall. As such, most weapons and armor are not suitable for their use.

**Monstrous** By the standards of most folk, the agram are abominable monsters. They suffer a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

## ABILITIES

**Blindsight** Sightless vision equivalent to a standard PC race's vision. Additionally this sense functions as Infravision to 120 feet. Immune to blindness and similar effects.

**Pincer** The agram's pincer functions as both a natural weapon (1d8) and a shield (+1 AC).

**Grab and Bite** If the agram succeeds on a melee attack that is a natural 20 or exceeds the target number by 4, it also hits with an automatic 1d4 bite attack.

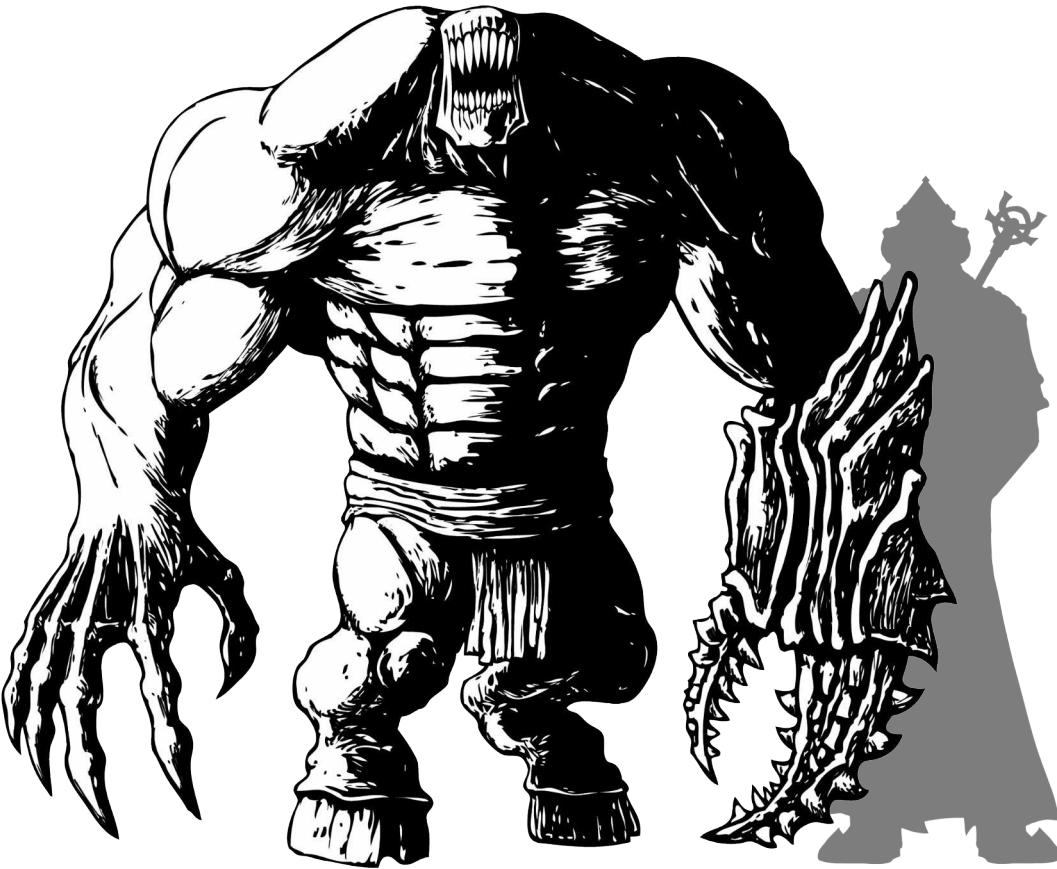
**Underdark Survival** In their home terrain, agram can track, hunt, forage, secure shelter, fashion tools and set traps and snares with a 3-in-6 chance of success. Failed attempts may be re-rolled, though each such subsequent roll represents 1d4 hours of effort.

## AFTER REACHING 8th LEVEL

An agram has the option of building an underground stronghold that will attract other agram from the distant corners of the subterranean realm. From this fastness in the deep earth, the agram will conduct raids to build their stores of wealth and chattel.

SAVING THROWS

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d10	19 [0]	8	9	10	13	12
2	2500	2d10	18 [+1]	8	9	10	13	12
3	5000	3d10	17 [+2]	8	9	10	13	12
4	10,000	4d10	16 [+3]	6	7	8	10	10
5	20,000	5d10	15 [+4]	6	7	8	10	10
6	40,000	6d10	14 [+5]	6	7	8	10	10
7	80,000	7d10	15 [+6]	4	5	6	7	8
8	150,000	8d10	16 [+7]	4	5	6	7	8



# MOROI

**REQUIREMENTS** DEX 13

**PRIME REQUISITE** DEX

**HIT DICE** 1d8

**MAXIMUM LEVEL** 10th

**ARMOR** None. No shields.

**WEAPONS** Any.

**LANGUAGES** Alignment, Common

## DESCRIPTION

Moroi are religious fanatics that have bound their souls to mystical phylacteries secured upon the planes of entropy. This lends them many of the same strengths and vulnerabilities of the undead. Their flesh is pale and sunken. Their eyes are milky-white featureless orbs. Nearly every bit of their skin is adorned with sigils and glyphs.

They are stealthy killers as well as morbid ascetics. To earn coin, they offer their murderous services to the highest bidders. The funds are sent to their secluded monasteries to train more acolytes in their dark philosophy. Many mundane folk believe Moroi to be undead.

## RESTRICTIONS

**Alignment** Neutral or Chaotic. Moroi are inextricably bound to entropy. This corruption precludes them from a Lawful alignment.

**Light Sensitivity** Moroi suffer a -2 to their attack rolls in brightly lit conditions (e.g. continual light spell, sunlight).

**Shunned** Moroi are saturated with the shadowy, entropic energy that animates undead. Most commoners believe moroi are undead, and they do certainly look the part. They conceal their

cadaverous forms under cloaks and behind masks. But, if their identity is revealed, they will have a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

### **Vulnerable to Clerical Turning and Holy Water**

Moroi are vulnerable to Clerical Turning (assume they are turned as undead with a similar HD value as their Level). They are also burned by Holy Water.

## ABILITIES

**Backstab** When attacking an unaware target from behind, the moroi receives a +4 bonus to-hit and doubles any damage dealt.

**Dodge** Moroi cannot wear armor, but they triple their DEX bonus to modify their AC.

**Immunities** Moroi are immune to gas, poison and energy drain.

**Infravision** Moroi have been re-born as creatures of darkness. They shun the light, but possess superior Infravision to 120 feet.

**Stealth** Moroi have 4-in-6 chance to Hide in Shadows and Move Silently.

**Undead Affinity** Roll on the Cleric's Turn Undead table. On a success, the undead will not attack them. A T or D indicates the undead will serve the moroi (similar to a Charm Person spell).

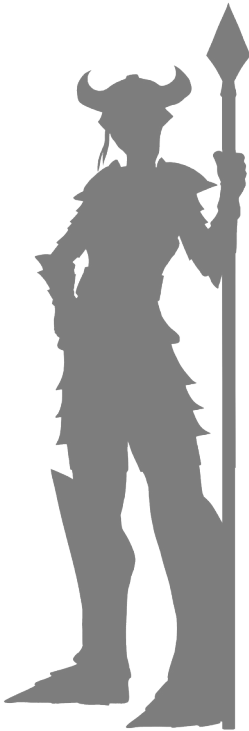
**Vampiric Strike** If the moroi succeeds on a melee attack that is a natural 20, it is healed by the amount of damage inflicted.

## AFTER REACHING 9th LEVEL

A moroi will return to their monastery to train 1d6 x 10 moroi acolytes and meditate on the slow, inexorable decay of the multiverse.

SAVING THROWS

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	13	12
2	3,500	2d8	18 [+1]	8	9	10	13	12
3	7,000	3d8	17 [+2]	8	9	10	13	12
4	14,000	4d8	16 [+3]	6	7	8	10	10
5	28,000	5d8	15 [+4]	6	7	8	10	10
6	56,800	6d8	14 [+5]	6	7	8	10	10
7	113,600	7d8	13 [+6]	4	5	6	7	8
8	227,200	8d8	12 [+7]	4	5	6	7	8
9	454,400	9d8	12 [+7]	4	5	6	7	8
10	574,400	9d8+2	11 [+8]	2	3	4	4	6



# NUMENVERDE

**REQUIREMENTS** WIS 13, CHR 13

**PRIME REQUISITE** WIS and CHR

**HIT DICE** 1d10

**MAXIMUM LEVEL** 10th

**ARMOR** None. No shields.

**WEAPONS** Any.

**LANGUAGES** Telepathy (cannot speak)

## DESCRIPTION

Numenverde are a religious sect from an isolated elven society. They are the brains of priests which have been transplanted into specially cultivated animated plant bodies. This bizarre hybrid existence gives them a transcendent connection to the natural world. In their earliest years, they are compelled to journey into the wider world to acquire wisdom and share their faith. All folk are welcome to hear their good word, but only elves are welcome in their sacred groves and capable of the strange apotheosis.

## RESTRICTIONS

**Alignment** Neutral only. Numenverde are inextricably linked to the natural world. This lends them a benevolent yet somewhat dispassionate worldview. They have a general disdain for civilization as well.

**Shunned** Numenverde are not evil, but most folk consider them very creepy. They suffer a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

**Vulnerable to Fire** Numenverde are vulnerable to fire, they suffer a -2 penalty to saves vs. fire. They also take an additional +1D6 damage from fire.

## ABILITIES

**Blindsight** Sightless vision equivalent to a standard PC race's vision. Additionally this sense functions as Infravision to 120 feet. Immune to blindness and similar effects.

**Constriction** The vines and tendrils of a numenverde serve it as appendages. It may entangle targets within melee range. Victims may sever the tendril with a cutting weapon inflicting 2+ damage. A save vs. paralysis also allows escape. If the target is human-sized or smaller they cannot move or cast spells until they escape.

**Divine Spellcasting** Numenverde may pray for divine spells, following the same rules for divine spell use as clerics.

**Hiding** In woods or undergrowth, a numenverde can hide with a 90% chance of success.

**Immunities** Immune to gas and poison effects. Takes 4 less damage from blunt or piercing attacks. Doesn't require food or water. Must root themselves in the earth for 8 hours a day. If denied sunlight they will weaken, suffering a -2 to all rolls after 3 days. This increases to -4 after a week. After 2 weeks, they must save vs. death or go into hibernation. If restored to a nourishing environment within 1d8 months, they will recover.

**Speak with Animals and Plants** Communicates telepathically with all animals and plants at will. This includes sapient animals, such as humans.

## AFTER REACHING 9th LEVEL

They return to their sacred grove to begin training 1d3 x 10 acolytes for the transformation into new numenverdes. In addition to the acolytes, twice that number of elves will gather to protect the numenverde and hear its wisdom.

Level	XP	HD	THACO	D	SAVING THROWS					SPELLS				
					W	P	B	S	1	2	3	4	5	
1	0	1d10	19 [0]	8	9	10	13	12	-	-	-	-	-	
2	3,300	2d10	19 [0]	8	9	10	13	12	1	-	-	-	-	
3	6,600	3d10	19 [0]	8	9	10	13	12	2	-	-	-	-	
4	13,200	4d10	19 [0]	6	7	8	10	10	2	1	-	-	-	
5	26,400	5d10	17 [+2]	6	7	8	10	10	2	2	-	-	-	
6	53,800	6d10	17 [+2]	6	7	8	10	10	2	2	1	1	-	
7	107,600	7d10	17 [+2]	4	5	6	7	8	2	2	2	1	1	
8	215,200	8d10	17 [+2]	4	5	6	7	8	3	3	2	2	1	
9	315,200	9d10	14 [+5]	4	5	6	7	8	3	3	3	2	2	
10	415,200	9d10+2	14 [+5]	2	3	4	4	6	4	4	3	3	2	



# ZAGREB

**REQUIREMENTS** STR 12, CON 12, INT 13

**PRIME REQUISITE** STR and INT

**HIT DICE** 1d10

**MAXIMUM LEVEL** 10th

**ARMOR** Any, including shields.

**WEAPONS** Any.

**LANGUAGES** Alignment, Common, Zagreb, Aquan, +2 additional of your choice

## DESCRIPTION

Zagreb are a highly intelligent, long-lived race of amphibious humanoids. They are widely believed to hail from a distant plane. Despite their alien, monstrous appearance, they are quite civilized and possess an advanced society based on mercantilism. During their long lives they travel widely and meet many folk from all walks of life.

As they grow in experience they stock their minds with all manner of esoteric knowledge drawn from across the multiverse. In time they all grow to become highly proficient sorcerers. They also build extensive business connections.

Due to their long lives and interactions with so many varied cultures and peoples, they espouse a strong code of neutrality in their society. This philosophy inclines them towards pacifism and non-interventionism. Despite their peaceful nature, most folk fear them immediately.

## RESTRICTIONS

**Alignment** Neutral only. Zagreb have a strict code of neutrality. This stems from their mercantile society which puts great emphasis on tolerance

of other cultures and societies. They also tend to travel widely during their long lifespans which lends them a rather jaded attitude towards other civilizations and their idiosyncrasies.

**Fear** Mundane folk are generally afraid of zagreb. Due to their large size and generally monstrous appearance they suffer a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

**Poor Depth Perception** The single eye of a zagreb inflicts a -2 penalty to all ranged attacks.

**Large** Zagreb are larger than human-sized. Most average between 9 and 10 feet tall. As such, most weapons and armor are not suitable for their use.

## ABILITIES

**Amphibious** May breathe air or water.

**Arcane Spellcasting** Zagreb are highly intelligent and possess incredibly long lives. They also travel quite extensively. As such their minds are well-stocked with esoteric knowledge. They are able to access arcane magic up to the 5th level.

Additionally they are able to utilize magic items available to magic-users as well as fighters.

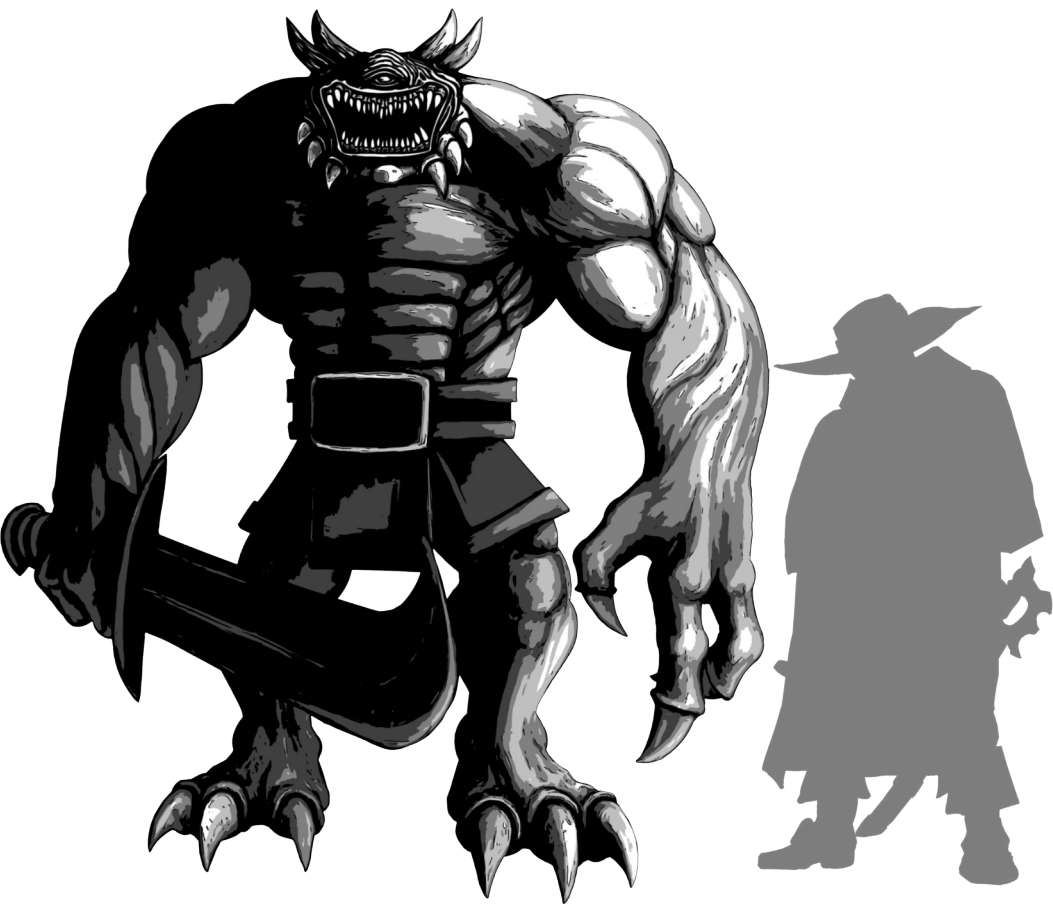
**Infra-vision** Zagreb are adapted to the murky depths of the deep oceans, as such they possess Infra-vision to 120 feet.

## AFTER REACHING 9th LEVEL

A zagreb may eventually retire and construct a stronghold to serve as the center of its own mercantile empire. Once established, they will attract 1d6 x 10 ambitious traders from a variety of cultures. These junior partners will arrive within the first year.



Level	XP	HD	THACO	D	SAVING THROWS					SPELLS				
					W	P	B	S	1	2	3	4	5	
1	0	1d10	19 [0]	8	9	10	13	12	1	-	-	-	-	
2	3,000	2d10	18 [+1]	8	9	10	13	12	2	-	-	-	-	
3	6,000	3d10	17 [+2]	8	9	10	13	12	2	1	-	-	-	
4	12,000	4d10	16 [+3]	6	7	8	10	10	2	2	-	-	-	
5	24,000	5d10	15 [+4]	6	7	8	10	10	2	2	1	-	-	
6	48,000	6d10	14 [+5]	6	7	8	10	10	2	2	2	-	-	
7	96,000	7d10	13 [+6]	4	5	6	7	8	3	2	2	1	-	
8	180,000	8d10	12 [+7]	4	5	6	7	8	3	3	2	2	-	
9	300,000	9d10	12 [+7]	4	5	6	7	8	3	3	3	2	1	
10	420,000	9d10+2	11 [+8]	2	3	4	4	6	3	3	3	3	2	



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