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NYSHARYM

REQUIREMENTS INT 16, WIS 13

PRIME REQUISITE INT

HIT DICE 1d4

MAXIMUM LEVEL 14th

ARMOR None. No shields.

WEAPONS None.

LANGUAGES Alignment, Common, Nysharym, Demon, Dragon, Elvish

DESCRIPTION

Nysharym are the mortal spawn of some unknown demon prince. They are intrinsically magical beings that do not age. The focus of their long life is the acquisition of hidden knowledge. They collect secrets, be they arcane, occult or even mundane. Curiously, even they are perplexed by their innate compulsion to seek out such knowledge. To this end, they must often live amongst a variety of folk magically disguised. They are keenly aware that most people fear and loathe beings such as they and take great pains to avoid discovery. During the course of their studies, many nysharym will develop relationships with mortals of dubious morality. They will often barter knowledge with these individuals and may even reveal their true identity at some point.

RESTRICTIONS

Alignment Chaotic only. Nysharym are creatures of pure magic spawned from the malignant will of a demon prince. While not inherently malevolent, they are steeped in chaotic energies.

Large Nysharym are larger than human-sized. Most average between 9 and 10 feet tall. Although they typically use magic to change their shape.

Monstrous By the standards of most folk, the nysharym are demons. If the true identity of a nysharym is revealed, it will suffer a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

ABILITIES

Arcane Savant Nysharym are masters of arcane magic. In addition to their usual spells they gain three additional Level 1 spells per day. They can conduct magical research from Level 1. And they can utilize a magical wand or staff without expending any of its charges.

Claw Nysharym are not combatants. They have no training with any weapons or armor and their fighting prowess never improves. However, they do have a claw attack that inflicts 1d4.

Immunities and Resistances Nysharym are immune to charm and sleep magic. Additionally they have +4 on all saves vs. magic.

Infravision 120 feet.

Polymorph Self As the spell from Level 1. 1 x Day.

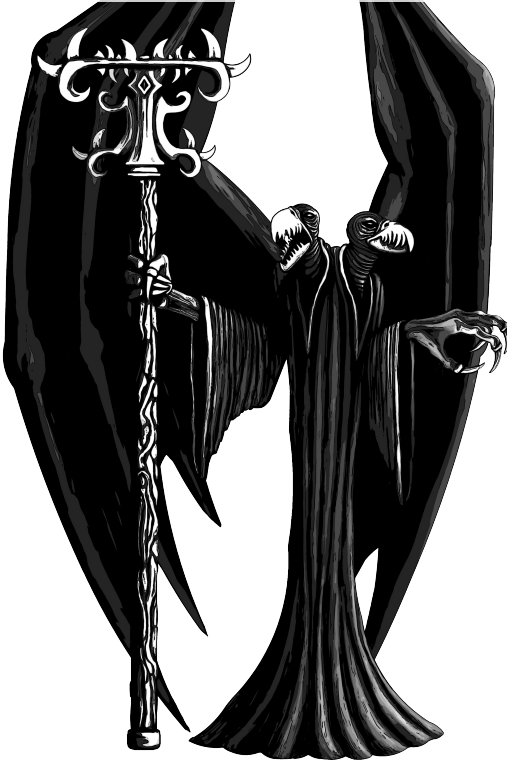
Read Languages Can read non-magical text in any language (including dead languages and basic codes) with 80% probability.

Winged Flight Nysharym have large bat-like wings that enable them to fly at 240' (80').

AFTER REACHING 13th LEVEL

A nysharym has the option of building a fastness of some sort (often an isolated lair brimming with ancient and blasphemous tomes). This will attract other nysharym from the distant corners of the Multiverse. From this lair the nysharym lord will send its pupils forth to gather more secrets.

Level	XP	HD	THACO	SAVING THROWS					SPELLS					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	1	-	-	-	-	-
2	5,000	2d4	19 [0]	13	14	13	16	15	2	-	-	-	-	-
3	10,000	3d4	19 [0]	13	14	13	16	15	2	1	-	-	-	-
4	20,000	4d4	19 [0]	13	14	13	16	15	2	2	-	-	-	-
5	40,000	5d4	19 [0]	13	14	13	16	15	2	2	1	-	-	-
6	80,000	6d4	19 [0]	11	12	11	14	12	2	2	2	-	-	-
7	160,000	7d4	19 [0]	11	12	11	14	12	3	2	2	1	-	-
8	300,000	8d4	19 [0]	11	12	11	14	12	3	3	2	2	-	-
9	450,000	9d4	19 [0]	11	12	11	14	12	3	3	3	2	1	-
10	600,000	9d4+1	19 [0]	11	12	11	14	12	3	3	3	3	2	-
11	750,000	9d4+2	19 [0]	8	9	8	11	8	4	3	3	3	2	1
12	900,000	9d4+3	19 [0]	8	9	8	11	8	4	4	3	3	3	2
13	1,050,000	9d4+4	19 [0]	8	9	8	11	8	4	4	4	3	3	3
14	1,200,000	9d4+5	19 [0]	8	9	8	11	8	4	4	4	4	3	3



UMBRAL

REQUIREMENTS WIS 13, CHR 13

PRIME REQUISITE CON

HIT DICE 1d12

MAXIMUM LEVEL 14th

ARMOR None. No shields.

WEAPONS None.

LANGUAGES Alignment, Common

DESCRIPTION

Umbral are incorporeal undead that have regained free will and a remnant of their original personality (often after their master is slain). Their ectoplasmic form usually resembles their previous (mortal) shape (e.g., an umbral remnant of a warrior might appear armored and wielding a shadowy sword, etc.). As they age, their shape becomes more amorphous and monstrous.

RESTRICTIONS

Alignment Neutral or Chaotic. Umbral are undead that must feed on the living. This taint precludes them from a Lawful alignment.

Incorporeal Umbral do not have a solid body. They cannot utilize normal equipment. At the Referee's discretion they might utilize magic items. See **Ethereal Form** for more details.

Monstrous The common folk of the realm rightfully fear and loathe umbrals, often calling them "wraithborn". They have a -4 penalty on all Reaction rolls with regular NPCs such as villagers, innkeepers, militia, etc.

Sunlight Burns If exposed to direct sunlight must **save vs. death** every round or take 1d8 damage. Also has a -2 to their attack rolls in brightly lit conditions (e.g. continual light spell, sunlight).

Vulnerable to Clerical Turning and Holy Water

They are turned as undead with a similar HD value as their Level. Holy Water burns for 1d8.

ABILITIES

AC Bonus Although an umbral cannot wear armor, its ethereal form grants it a +4 bonus to its AC.

Chill Touch Inflicts 1d6 damage and drains 1 STR per hit. Lost STR returns after 8 turns. Victims reduced to 0 STR die. Drained STR heals the umbral. At 1HP must **save vs. death** to resist feeding on nearby living beings (including allies). An umbral must drain 1 point of STR per day or lose 1 HP per day it does not feed.

Ethereal Form An umbral is composed of roiling ectoplasm. Their ghostly, incorporeal body is unable to manipulate physical matter. They are immune to non-magical attacks that are not silvered. They can move through solid objects at half their normal movement. They are able to fly at their normal movement.

Immunities Umbral are immune to gas, poison and energy drain. They are also immune to charm and sleep magic.

Infravision Umbral are creatures of darkness. They shun the light, but possess superior Infravision to 120 feet.

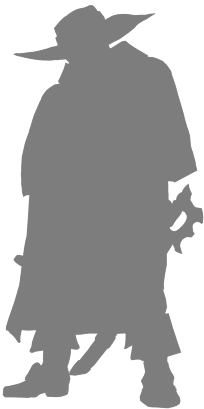
Stealth The umbral have a 5-in-6 chance to Hide in Shadows and Move Silently.

AFTER REACHING 13th LEVEL

An umbral does not construct a stronghold but gains the ability to create spawn of its own. Those slain by the STR drain of the umbral become its loyal and dutiful servants.

SAVING THROWS

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d12	19 [0]	8	9	10	13	12
2	4,500	2d12	18 [+1]	8	9	10	13	12
3	9,000	3d12	17 [+2]	8	9	10	13	12
4	18,000	4d12	16 [+3]	6	7	8	10	10
5	36,000	5d12	15 [+4]	6	7	8	10	10
6	73,000	6d12	14 [+5]	6	7	8	10	10
7	146,000	7d12	13 [+6]	4	5	6	7	8
8	292,000	8d12	12 [+7]	4	5	6	7	8
9	392,000	9d12	11 [+8]	4	5	6	7	8
10	492,000	9d12+1	10 [+9]	2	3	4	4	6
11	592,000	9d12+2	9 [+10]	2	3	4	4	6
12	692,000	9d12+3	8 [+11]	2	3	4	4	6
13	792,000	9d12+4	7 [+12]	2	2	2	2	4
14	892,000	9d12+5	6 [+13]	2	2	2	2	4



WYRDKYNE

REQUIREMENTS DEX 11, CON 11, CHR 11

PRIME REQUISITE None.

HIT DICE 1d8

MAXIMUM LEVEL 8th

ARMOR None. No shields.

WEAPONS None.

LANGUAGES Alignment, Common, Wyrdkyne, Fey

DESCRIPTION

Wyrdkine are mystical fey. They are supernatural beings and do not possess a living body. Their diminutive forms are some sort of magically animated plant. They appear to lack a head. In the place where a head ought to be, instead floats a rather macabre mask. The mask looks to be crafted from the skull of a fox with pinpricks of emerald light shining in its empty black sockets. These nature spirits are as reclusive and mischievous as most other fey but for some reason they are compelled to leave their sacred groves and venture into the wider world.

RESTRICTIONS

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

Shunned Wyrdkine 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.

Small Wyrdkine are about knee-high to the average human. This often makes interacting with the wider world difficult.

ABILITIES

Backstab If they manage to attack an unaware target from behind, they receive a +4 bonus to hit and inflict double damage.

Claws Wyrdkine have two claw attacks per round, each attack inflicts 1d4.

Dodge Wyrdkine are small and nimble. They cannot wear armor but have a +4 AC bonus in addition to any gained from a high DEX.

Headless Can send its head away from its body. The head can be up to 500' distant and flies at 240' (80'). The head is extremely stealthy (5-in-6 chance to Hide in Shadows and perfectly silent). Whilst the head is away, the body of the wyrdkine is immobile (unless the two are in visual range). The head has a +2 AC bonus. If the head is ever struck it magically teleports back to the body.

Immunities Immune to gas, poison, and decapitation. Doesn't require food, water or air.

Infravision 120 feet.

Stealth The wyrdkine are stealthy, they have a 4-in-6 chance to Hide in Shadows and Move Silently.

Telepathic May communicate mentally within 60'. Those contacted are not compelled to communicate but the wyrdkine will have an empathic sense of their thoughts regardless.

AFTER REACHING 7th LEVEL

May return to their forest and root themselves in the rich earth. On the next full moon 1d3 + 3 new wyrdkine will emerge from the soil. One will be compelled to go into the outside world. The others will remain to protect the forest. All the plants and animals in the vicinity will be favorably disposed to them.

SAVING THROWS

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	13	12
2	3,400	2d8	19 [0]	8	9	10	13	12
3	6,800	3d8	19 [0]	8	9	10	13	12
4	13,600	4d8	19 [0]	6	7	8	10	10
5	27,200	5d8	17 [+2]	6	7	8	10	10
6	55,200	6d8	17 [+2]	6	7	8	10	10
7	110,400	7d8	17 [+2]	4	5	6	7	8
8	220,800	8d8	17 [+2]	4	5	6	7	8



ZALIM

REQUIREMENTS STR 14, CON 12

PRIME REQUISITE CON

HIT DICE 1d12

MAXIMUM LEVEL 8th

ARMOR None. May use shields.

WEAPONS Large only.

LANGUAGES Alignment, Common, Zalim, Ogre, Bugbear

DESCRIPTION

Zalim are a mixed race of fey-blooded giantkin. Their exact origins are too myriad to count. They seem to be the product of such creatures as ettins, hill giants, ogres and bugbears mixing with fey. No matter their exact parentage though, all zalim tend to have the same look and demeanor. They are tall, lean and muscular somewhat reminiscent of a giant satyr or faun. They all possess a broad crown of twisting goat-like horns as well goatish legs and hooves. Zalim are ruthless and cunning beings eager to acquire power and wield it in a brutal fashion.

RESTRICTIONS

Alignment Any but Lawful. Zalim are headstrong creatures of the wild places and have a strong disdain for any external authority.

Feared Mundane folk are generally afraid of zalim. 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.

Large Zalim are larger than human-sized. Most average between 10 and 12 feet tall. As such, most weapons and shields (they will not wear armor)

are not suitable for their use. Weapons crafted for a zalim will vary in damage based on their quality. But a good rule of thumb is one to two die steps. For example, a zalim's club might do 1d6 if of poor make or improvised and 1d8 if well-made.

Vulnerable to Silver All silvered weapons inflict an additional 1d4 damage on them.

ABILITIES

AC bonus They are surprisingly nimble for their size. They also have thick leathery skin and dense knotted muscles. All zalim have +3 AC bonus in addition to any DEX or shield bonuses.

Backstab If they manage to attack an unaware target from behind, they receive a +4 bonus to hit and inflict double damage.

Immunities Immune to charm and sleep magic.

Infravision 120 feet.

Stealth Despite their size, the fey ancestry of zalim grants them preternatural stealth. They have a 4-in-6 chance to Hide in Shadows and Move Silently. In natural surroundings, such as a forest, their chance to hide is 90%.

AFTER REACHING 4th LEVEL

A zalim may challenge a monstrous humanoid leader to single combat. If the zalim wins, they can usurp the chieftan's role. The typical zalim will convert the group into a gang of bandits. So long as the zalim's leadership yields profits, the gang will be loyal. As their infamy grows, more would-be brigands will flock to the zalim's banner. Assume 1d4 new recruits arrive per month. They could be any of the usual monstrous humanoids that plague the realm.

SAVING THROWS

Level	XP	HD	THACO	D	W	P	B	S
1	0	1d12	19 [0]	8	9	10	13	12
2	3,100	2d12	18 [+1]	8	9	10	13	12
3	6,200	3d12	17 [+2]	8	9	10	13	12
4	12,400	4d12	16 [+3]	6	7	8	10	10
5	24,800	5d12	15 [+4]	6	7	8	10	10
6	49,600	6d12	14 [+5]	6	7	8	10	10
7	99,200	7d12	15 [+6]	4	5	6	7	8
8	198,400	8d12	16 [+7]	4	5	6	7	8



NOTES

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

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