

Drasulir by Astral Wyvern

Background

Black-hearted and despicable, this monstrous race is forged from the flesh of demons. Generally, the fell blood is attributed to the father, whom, during its time on the prime elemental plane, may rape or seduce a mortal. The demonic taint is so severe, the mother usually dies, or her soul is corrupted to a point where her flesh contorts and gnarls, leaving her an old hag. The child at birth appears to look normal but its eyes look like portals to hell and it usually acquires some fell trait. Some grow scales, horns, silted eyes, tails, extra limbs, or even a combination of certain appendages.

There is no family structure and the child is usually abandoned where it is cared for by people who pitied the mother, discovered by an evil humanoid race, raised by a cult, or even left in the forest for it to fend for itself. The child has extraordinary strength and some have been known to kill their foster parents by accident. At adolescence, it is considered to be an adult and is released into the world. It tries to make a name for itself, generally becoming a petty thug, bandit leader, warlord, or something vile.

The truly foul Drasulir will lead great wars of sacrifice in attempts to please their father. If more than one sibling is involved, they battle to prove who is worthy of their father's approval. If the father decides to come back for the child, he opens a great rift and takes his child down to hell where he becomes a Baron or Prince of his father's minions.

Character Creation

There are several sub-races with the Drasulir depending on the demon and its lineage. All Drasulir are Chaotic Evil with no exceptions. Their favored class is fighter or blackguard (or some other fighter class equally as evil). They tend to live until they are 666 years old; a strange coincidence that no scholar can explain.

-Iverpaur (know as the Smallblood) are the spawn of a Drasulir and a Mortal. They have a small amount of demon blood coursing through their veins but still possess great power. These creatures are most common to the prime elemental plane. A lot of their base parent's blood remains, so they can add their base race. (Only the D&D Core Races are allowed for the base race of Iverpaur, except with DM discretion)

Base Attributes:

Str: +2

Con: +1

Chr: -1

Base Speed 35ft

Special:

+2 Saving Throw to Chaotic Spells

Dim Light Vision

Fell Link (A slight link with demon parent, the spawn can tell if he/she is in great danger, dead, dying, or whatever the DM allows)

Begins with bonus language: Demonic/Fell

Blood Traits:

Due to the presence of demonic blood, at character creation, roll a 1d100 for special demonic trait.

0 Roll Again

1-75 Nothing

76-80 Skin Color Tint (Skin has a slight tint of another color, roll 1d8, 1-red, 2-blue 3-yellow, 4-orange, 5-purple, 6-green, 7-black, 8-white)

81-85 Scales (Scales cover the body, scale color gives special resistance, roll as you normally would for a skin color then apply bonus of 3/points of damage a round of exposure: red-fire, blue-ice, yellow-lightning, orange-poison, green-acid, black-negative energy, white-positive energy, purple-psionic (or if psionics isn't involved, roll again)

86-88 Horns (Either can be one long, central horn, 1d6 Bull Rush, or two short adjacent horns, 1d4 Bull Rush)

89-90 Fangs (Two long fangs form, 1d4 bite damage +size modifier)

91-95 Slitted Eyes (looks like Cat's eyes, roll for color changed irises, gains 20ft bonus infravision during day, or night if nocturnal creature)

96-97 Elongated Nail (Nails lengthen and stiffen, 1d4 +size modifier unarmed damage)

98-99 Mark of the Demon (A strange birthmark, a symbol of some kind, PC chooses symbol, DM chooses where to place it, or vice-versa)

100 Roll Twice and Keep both Traits

Role-Playing Aid:

Iverpaur tend to be un-charismatic people who don't function well in a society. Their chaotic tendencies get them in trouble so they stay inside a lot, plotting revenge. They tend to make good bandits but hate working in a group. If under spells, or a charismatic leader, they can form a gruesome army. Filling the role of grunts, they slaughter, pillage, and destroy with unrelenting fury.

-Domonser (known as the Foulblood) are the result of the mating between two Drasulir. Although not as powerful as the Fullblood, they are equally feared because the blood of two different demons flow their bodies. They usually have several disfigurements and a strange inborn power.

Base Attributes:

Str: +3

Con: +1

Dex: +1

Chr: -3

Special:

+3 Saving Throw to Chaotic Spells

-1 vs. Law Spells

Dim Light Vision

Fell Link (A slight link with demon parent, the spawn can tell if he/she is in great danger, dead, dying, or whatever the DM allows)

Begins with bonus language: Demonic/Fell

Blood Traits:

Due to the presence of demonic blood, at character creation, roll a 1d100 for special demonic trait.

0 Roll twice and keep both traits

1-10 Acidic Blood (Blood is so vile that it burns flesh upon contact. Upon suffering a critical hit or coup de grace, acidic blood sprays in a 5ft + (Size Modifier x 5ft) radius. Everyone in the radius suffers 1d4 acid damage per round of exposure.) Drasulir are immune to their own blood, holy creature take double damage.

11-20 Tail (A spiked tail grows out of the tail bone, can be used as a flail for 1d4 + Size Modifier damage)

21-30 Evil Taint (A faint evil aura is emitted constantly, everyone can see it as per the spell, *detect alignment*. All good characters within 5ft of the Domonser suffers a -1 penalty to concentration checks)

31-35 Foul Breath (The breath becomes so vile that it is toxic to living creatures. Once per day, the Domonser can spew forth toxic breath like the *stinking cloud* spell in one 5ft Square. At twentieth level, the breath gets even worse and it acts like the spell, *cloud kill*. At thirtieth level, it becomes like the wind of hell and acts like *power word kill*)

36-50 Nothing

51-52 Extra Limb (An extra limb sprouts from some point on the body, can be use for fighting, but at a -6 penalty)

53-73 Nothing

74-75 Strange Scent (The scent of brimstone, blood, sulfur, or some other weird smell seems to linger on the Domonser. The PC can choose if he likes)

76-80 Skin Color Tint (Skin has a slight tint of another color, roll 1d8, 1-red, 2-blue, 3-yellow, 4-orange, 5-purple, 6-green, 7-black, 8-white)

81-85 Scales (Scales cover the body, scale color gives special resistance, roll as you normally would for a skin color then apply bonus of 4/points of damage a round of exposure: red-fire, blue-ice, yellow-lightning, orange-poison, green-acid, black-negative energy, white-positive energy, purple-psionic (or if psionics isn't involved, roll again)

86-88 Horns (Either can be one long, central horn, 1d6 Bull Rush, or two short adjacent horns, 1d4 Bull Rush)

89-90 Fangs (Two long fangs form, 1d4 bite damage +size modifier)

91-95 Slitted Eyes (looks like Cat's eyes, roll for color changed irises, gains 20ft bonus infravision during day, or night if nocturnal creature)

96-97 Elongated Nail (Nails lengthen and stiffen, 1d4 +size modifier unarmed damage)

98-99 Mark of the Demon (A strange birthmark, a symbol of some kind, PC chooses symbol, DM chooses where to place it, or vice-versa)

100 Roll three times and keep all three traits.

Role-Playing Aid:

Domonsers are outcasts from society. Their disfigurement keeps them from most social contact and, as a result, become despondent and spiteful. Usually the parents of a Domonser child stay together in fear that they will be hunted down and slain. However, once they realize how strong they are, they lose their fear and begin to hunt weaker races for sport. Some legends speak of ruthless Domonsers that can take whole armies on alone and come out victorious.

-Melapher (Known as the Fullblood) are the direct kin from a pit demon mating with a mortal. They are the most ruthless and most vile of all Drasulir. They can reap souls from their victims and fuel their godless fury. Their names are spoken in hush tones, lest they attract their ire.

Base Attributes:

Str: +5

Con: +2

Dex: +2

Wis: +1

Chr: -5

Special:

+5 Saving Throw to Chaotic Spells

+2 Saving Throw to Evil Spells

-1 Saving Throw to Law Spells

-1 Saving Throw to Good Spells

Dim Light Vision

Fell Link (A slight link with demon parent, the spawn can tell if he/she is in great danger, dead, dying, or whatever the DM allows)

Begins with bonus language: Demonic/Fell

Blood Traits:

Due to the presence of demonic blood, at character creation, roll a 1d100 for special demonic trait.

0 Roll Three times and keep all three traits.

1-10 Acidic Blood (Blood is so vile that it burns flesh upon contact. Upon suffering a critical hit or coup de grace, acidic blood sprays in a 5ft + (Size Modifier x 5ft) radius. Everyone in the radius suffers 1d4 acid damage per round of exposure.) Drasulir are immune to their own blood, holy creature take double damage.

11-20 Tail (A spiked tail grows out of the tail bone, can be used as a flail for 1d4 + Size Modifier damage)

21-30 Evil Taint (A faint evil aura is emitted constantly, everyone can see it as per the spell, *detect alignment*. All good characters within 5ft of the Domonser suffers a -1 penalty to concentration checks)

31-35 Foul Breath (The breath becomes so vile that it is toxic to living creatures. Once per day, the Domonser can spew forth toxic breath like the *stinking cloud* spell in one 5ft Square. At twentieth level, the breath gets even worse and it acts like the spell, *cloud kill*. At thirtieth level, it becomes like the wind of hell and acts like *power word kill*)

36-40 Smite Good (Their evil taint runs so deep that they can use the supernatural ability, Smite Good once per day.)

41-45 Burning Hands (Their anger, hate, and malice can be used to fuel a deep fire within themselves. Once per day, a Melapher can spew fire from their hands like the *burning hands* cast like a wizard of their level. This is considered supernatural)

46-50 Reap Soul (On a successful critical hit or coup de grace, the Melapher can steal the soul of its victim and absorb it. Each soul increases his strength by 1 for 1 hour per level of victim. Only 5 souls allowed per day. After that period of time, the soul is sent straight to hell, usually to the Melapher's father's domain.)

51-52 Extra Limb (An extra limb sprouts from some point on the body, can be used for fighting, but at a -6 penalty)

53-55 Invoke Fear (Twice per day, the Melapher can frighten his opponents as if he were casting the spell *Fear* like a wizard of his level.)

56-60 Raise Undead Servant (After the soul of his victim is reaped, he can attempt to raise the corpse. DC 10+ level of victim. If successful, the corpse becomes undead and serves the Melapher for 1day per Level or until it is destroyed.)

61-65 Plague Bearer (The Melapher's body is ridden with disease and can spread his taint to his victims. On a successful unarmed strike, either by claw, tail, or bite, the wound inflicted becomes infected with a demonic disease, DM's discretion.)

66-70 Blood Rage (When the Melapher has performed a successful coup de grace or killed an enemy with a critical hit, he can spend a full round drinking the blood of his victim to fuel his rage. He can rage like a barbarian of equal level.)

71-73 Roll twice, keep both traits.

74-75 Strange Scent (The scent of brimstone, blood, sulfur, or some other weird smell seems to linger on the Domonser. The PC can choose if he likes)

76-80 Skin Color Tint (Skin has a slight tint of another color, roll 1d8, 1-red, 2-blue, 3-yellow, 4-orange, 5-purple, 6-green, 7-black, 8-white)

81-85 Scales (Scales cover the body, scale color gives special resistance, roll as you normally would for a skin color then apply bonus of 5/points of damage a round of exposure: red-fire, blue-ice, yellow-lightning, orange-poison, green-acid, black-negative energy, white-positive energy, purple-psionic (or if psionics isn't involved, roll again)

86-88 Horns (Either can be one long, central horn, 1d6 Bull Rush, or two short adjacent horns, 1d4 Bull Rush)

89-90 Fangs (Two long fangs form, 1d4 bite damage +size modifier)

91-95 Slitted Eyes (looks like Cat's eyes, roll for color changed irises, gains 20ft bonus infravision during day, or night if nocturnal creature)

- 96-97 Elongated Nail (Nails lengthen and stiffen, 1d4 +size modifier unarmed damage)
98-99 Mark of the Demon (A strange birthmark, a symbol of some kind, PC chooses symbol, DM chooses where to place it, or vice-versa)
100 Roll three times and keep all three traits.

Role-Playing Aid:

The Melapher are pure evil. They enjoy nothing more than to rip into a victim and devour his flesh. They are natural leaders, and gallantly lead troops into battle. Just their presence inspires evil troops while striking fear into the hearts of his enemies. Few Melapher exist today, but they still live immortally in legend. One such legend speaks of a Melapher that will become so powerful, he will slay his immortal father, and lead his legions into a war that will ultimately destroy the prime elemental plane. The rivers will flow blood, the air will turn to smoke, and the very earth will tremble under his fury. No one knows if there is any truth to it, but it is frightening nonetheless.