

Kencyrath Characters for D20

The following document is being created for use in my forthcoming StaffQuest campaign, and as such, follows certain conventions. All classes mentioned are from Arcana Evolved, by Monte Cook.

For the purposes of my campaign, Gerridon is as yet unborn. The Kencyrath have yet to suffer his treachery, and few if any of them suffer the effects of Honor's Paradox.

This is currently an unfinished document. Forthcoming are the various Shanir feats, Maledight, Randon, and Yondri-gon prestige classes, and writeups for the three most sacred artifacts of the Three Peoples, the Ivory Knife, the Book Bound in Pale Leather, and the Serpentskin Cloak.

Forged by the Three-Faced God to be his chosen warriors against Perimal Darkling, the Three Peoples of the Kencyrath make poor neighbors, but incredible allies.

The Highborn, Kendar, and the Arrin-ken are at once obsessed with Honor, and hold their word as their bond. Indeed, anyone questioning a kencyr's veracity had best be prepared to offer proof of a lie, or suffer fatal consequences.

PERSONALITY: The Highborn, the most 'human' of the Kencyrath, are the leaders and nobility of the Three Peoples. Though they make poor artists or craftsmen, they excel at war, magic, and intrigue. Highborn whose bloodline is pure (i.e. unmixed with any other race or house) are known as Shanir, who have the ability to wield a variety of gifts thought to have been passed down to them by their god.

The Kendar are larger and stronger than the Highborn, and serve both as rank-and-file warriors and as bards, craftsmen, and artists.

The Arrin-ken are the most distinctive of the three peoples, resembling large, tawny-gold stripeless tigers rather than humans, as both Highborn and Kendar are often mistaken for. Naturally psionic, they serve as the judges of the Three People, tempering the laws passed down by the Highborn.

PHYSICAL DESCRIPTION: Highborn tend to medium height, rarely topping 6', with black hair and gray, violet, or green eyes. They possess slim, athletic builds, and their hands boast long,

delicate fingers. Highborn who are also Shanir often have pure white hair, and some even have claws instead of fingernails.

Kendar are both taller and heavier built, some reaching almost 7' in height. Their hair is black or brown, their eyes also tend more to green or brown.

Arrin-ken, as stated previously, resemble nothing so much as large golden haired tigers (but without the stripes). They are usually Large in size, with a mouth full of sharp teeth and razor-sharp claws on all four paws.

RELATIONS: Kencyr are a fatalistic people. To call them dedicated monotheists is something of an understatement; they have no doubts that their god exists, but many actively resent the role they have been chosen to play.

Millennia ago, the Three-Faced God chose each of these races from among all others in the Multiverse, and forged them into the forms they have today. After setting them in opposition to Perimal Darkling, their god withdrew from active contact with them, and they have since faced their nemesis alone.

Since that time, the Kencyr have relied upon their strength of arms, their skill in magic, and their immutable honor to carry them through the long chain of retreats across a hundred or more worlds.

ALIGNMENT: The Kencyr, as a rule, tend towards Lawful alignments, though they have had some chaotic and even truly evil representatives. Of the

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three, Kendar are the most strongly tied to Law.

KENCYRATH LANDS: Kencyr tend to favor hills and mountains for their homes, not from any love of mining, but for the ease of defending such terrain.

In most Kencyrath dominated lands, the Highborn form the nobility and merchant classes, while the Kendar fill in the ranks of craftsmen and farmers. Arrin-ken tend to make their way on the edges of society, as their need to hunt to survive causes them to avoid large concentrations of their own kind.

RELIGION: The sole deity of the Kencyrath is the Three-Faced God, who is known to his people by the following names:

Torrigon: *That Which Creates*

Argentiel: *That Which Preserves*

Regonereth: *That Which Destroys*

Prophecies known to the Shanir who serve their deity directly as Runethains describe a final battle, in which their deity will manifest itself in three chosen individuals, known as the Tyr-ridan. Each will command a single facet of their god's power, and together, they will end the spread of the Shadow that is Perimal Darkling.

LANGUAGES: The Kencyrath have several languages, the most common of which are High and Low Kens. In addition, nearly all Highborn and Kendar learn the common tongue of whatever land they find themselves in.

KENCYRATH RACIAL TRAITS

All the Kencyrath races have the following traits in common.

- +2 Will Saves: The Three Peoples have an innate resistance to any effect requiring a Will save.
- Low-light Vision: Kencyr can see twice as far as a human in starlight, moonlight, torch light, and other conditions of poor illumination. They retain the ability to

distinguish detail and color under these conditions.

- History: Kencyrath is always a class skill for a member of the Kencyrath, even if their class does not normally permit such skills.
- Pull of Blood: All the Kencyrath races are naturally drawn to one another. Any member of this race will feel a vague 'pull' in the direction of the largest concentration of his people, though not necessarily the nearest.
- Dwar Sleep: A Kencyr, if allowed to slip into this deep, coma-like state, can heal damage and ability loss at twice the normal rate. However, a Kencyr in dwar sleep cannot be roused by any means until completely healed.
- Blood Rage: Any Kencyr can take the Blood Rage (MGP4021) feat at 1st level only.

HIGHBORN

- +2 Constitution, +1 Dexterity, -2 Strength. Highborn are hardy and nimble, but not especially strong.
- Medium: No special bonuses or penalties for size.
- Highborn base speed is 30 feet.
- Shanir: Highborn are eligible for the 4th-6th racial levels that define the Shanir.
- Automatic Languages: High & Low Kens, Common.
- Favored Class: Warmain. A multiclassed Highborn's warmain class does not count when determining if he suffers an XP penalty. A Shanir Highborn's favored class is Runethain.
- Level Equivalent: Class Levels +1.

KENDAR

- +2 Strength, +3 Constitution, -2 Dexterity, -1 Intelligence. Kendar are larger and stronger than Highborn, but neither as deft nor as intelligent.
- Medium: Though larger than Highborn, they seldom grow large enough to be considered Large in size.

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- Acrophobic: Some Kendar are acrophobic, and can take the Acrophobic Feat at 1st level.
- Kendar base speed is 30 feet.
- Automatic Languages: Low Kens & Common.
- Favored Class: Warmain. A multiclassed Kendar's warmain class does not count when determining if he suffers an XP penalty.
- Level Equivalent: Class Levels +2.

ARRIN-KEN

- +6 Strength, +4 Constitution, +4 Dexterity, +2 Wisdom: Arrin-ken are powerful and deadly in combat, and arguably the wisest of the three peoples.
- Large: As Large creatures, Arrin-ken receive a -1 penalty to armor class, and a -1 size penalty to attack, but their sleek animal shape negates any penalties to Hide checks.
- Arrin-ken base speed is 50 feet.
- Automatic Languages: None. Arrin-ken are natural telepaths, and can communicate with any being they can see.
- Phantom Touch: An Arrin-ken can move any object he can see via telekinesis, as though he had a Strength equal to his Wisdom score.
- Favored Class: Akashic and/or Psion. A multiclassed Arrin-ken's Akashic or Psion class does not count when determining if he suffers an XP penalty.
- Level Equivalent: Class Levels +6.

Your blood can bind others into your service.
Prerequisite: Pureblood feat, access to Shanir feats.

Benefit: The touch of as little as a single drop of your blood can bind a companion to your will; that companion is subject at all times to a Charm Person effect. You can have a number of bound companions equal to your Charisma modifier.

By participating in a special ritual, you can accept an oath of fealty from a companion, expend 500 gp in ritual materials, and 500 XP, and that companion will no longer count against your Charisma modifier total. (If, however, you ever break the oaths sworn to that companion, ALL cohorts bound to you by blood will know it, and are considered freed of the Charm effect.)

This is an supernatural ability.

CLAWS [SHANIR]

You develop retractable claws on your fingers.

Prerequisite: Pureblood feat, access to Shanir feats.

Benefit: You lose your old fingernails, and after a week, retractible claws grow to replace them. Attacks made with the claws do 1d4 armed damage, and do not draw attacks of opportunity.

This is an extraordinary ability.

DREAM-WEAVER [SHANIR]

Kencyrath Racial Levels					
Level	BAB	FORT	REF	WILL	Special
1	1	2	2	0	+1 Strength, +1 Dexterity
2	2	3	3	0	+1 level of existing spellcasting/manifesting class
3	3	3	3	1	+1 Constitution, +1 Dexterity. 1 General or Metamagic Feat
4	4	4	4	1	+1 Strength, +1 Constitution, 1 Shanir Feat (if Highborn)
5	5	4	4	1	+1 bonus to natural AC, 1 Shanir Feat (if Highborn)
6	6	5	5	2	+2 Dexterity, can henceforth select Shanir Feats at 3 levels.

Shanir Feats

BLOOD-BINDER [SHANIR]

IMPROVED CLAWS [SHANIR]

You develop retractable claws on your fingers.

Prerequisite: Pureblood feat, Claws feat, access to Shanir feats.

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Benefit: Your claws become heavier and sharper, allowing you to do 1d6 armed damage/attack. Attacks made with the claws are considered armed, and do not draw attacks of opportunity.

MENTAL TOUCH, GREATER [SHANIR]

You gain the ability to use the senses of a companion/cohort in addition to your own.

Prerequisite: Mental Touch, Lesser.

Benefit: You gain the ability to use the sensory organs of a companion/cohort for a number of minutes equal to your Charisma modifier. You have no control over the companion, you merely see/hear/smell what they do, as they do so. This is a supernatural ability.

MENTAL TOUCH, LESSER [SHANIR]

You develop the ability to use the senses of an animal companion.

Prerequisite: Pureblood feat, access to Shanir feats.

Benefit: You gain the ability to use the sensory organs of an animal companion for a number of minutes equal to your Charisma modifier. You have no control over the creature, you merely see/hear/smell what it does, as it does so. This is a supernatural ability.

PUREBLOOD [HIGHBORN, 1ST LEVEL ONLY]

You were born to a noble family, and your lineage can be traced without blemish down across the ages. Your blood runs pure enough that you can become shanir, if you so desire.

Prerequisite: Kencyr Highborn.

Benefit: You gain the right to gain Shanir feats when appropriate.

SHADOW-MASTER [SHANIR]

You can craft a carried soul into a Shade that is bound to your will and must carry out your orders.

Prerequisite: Soul-Carrier, Evil alignment

Benefit: By means of a special ritual that costs 1000 gp in materials and 1000 XP, you can

convert a soul that you bear for another into a Shade (darkness elemental) with HD equal to that of the cohort whose soul it is, that is under your command, and can act independantly from your body for a number of hours equal to your Constitution modifier.

SOUL-CARRIER [SHANIR]

You can carry the soul of a companion, giving them the ability to withstand phenomenal amounts of damage.

Prerequisite: Blood-binder.

Benefit: By expending 500 XP, you can carry the soul of a bound companion (1000 XP for an unbound companion) to protect that soul from demonic posession, ability drain, level drain, and death effects.

Companions whose souls are being carried by another gain the undead subtype, with the following modifications:

- They retain their current Hit Dice, BAB, and skill points.
- They retain their Constitution score.
- Darkvision is not gained, and the companion still requires food, water, and air to survive.

This measure is often undertaken by mutual agreement, so that the companion may protect his lord from overwhelming odds, or may undertake dishonorable measures to protect others, and not be tainted by those actions.

Note that the return of the soul to the body of the companion is an act of volition by the carrier. A shanir carrying the soul of another will always appear to cast an additional shadow until the extra soul is released/returned.