

HYBRID-HYPERKHTHONEAN

No. Encountered: 1

Alignment: Neutral (Evil/Lawful)

Size: M (average 6' tall)

Movement: 40

Dexterity: 11

Armour Class: 8 (cured furs)

Hit Dice: 1

No. of Attacks: 1/1 (weapon)

Damage: (per weapon)

Saving Throw: 16

Morale: 6

Experience Points: 13

Treasure Class: C, I



Hybrid-Hyperkthoneans are humanoids spawned by a Hyperkthonean male and human female and watched over by the dark god Xathoqua. The Hybrid-Hyperkthonean is a very human-like creature, with high foreheads, eyes and ears as their human parent and possessing a cruel intelligences in which they are able to command the otherwise untameable hordes of Hyperkthoneans into concerted actions.

Unlike the Hyperkthonean they never grow any larger than they are and are quite capable of blending in with human society, and the only major difference is their pale skin and pure white hair which is usually long and a beardless countenance, which is not a great concern to most Common Men of Hyperborea as they are use to the unusual cultures of the floating continent.

Special:

* Telepathic forces can connect the Hybrid-Hyperkthonean to their primitive fellows over great range, unaffected by solid substance, like rock, though it can slow the process and take twice- thrice as long for a Hyperkthonean to respond. He can make them respond to his will; and most will serve him faithfully, thinking he more a god than mortal. The Hyperkthonean as unintelligent beasts make these saves at -2 penalties.

Hybrid-Hyperkthonean can take levels in any class and should be treated as a normal human for character growth and do not keep their given Hit Dice and replacing it with the given 1st level in any Class they choose, though Cryomancer is a favourite for them. It is rare that two hybrid-Hyperkthonean will even meet.