

BALROG

You are a Balrog, a mighty warrior of flame and shadow. You were born of the elements and are a fierce warrior. You begin as a small “flamling” but as you adventure and grow you become a fearsome creature, if adventuring parties can look past your monstrous visage – you will be an asset to any group. A Balrog attacks using the Fighting-Man attack tables.

THE BALROG

Hit Dice Type	1d6+3 After reaching 9 hit dice, the Balrog receives only 3 hit points per level
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Armor Permitted	None.
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Weapons Permitted	Swords & Whips only.
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Prime Attribute (5% experience bonus)	Strength 13+ and Constitution 13+
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BALROG CLASS ABILITIES

Movement: A Balrog’s move rate changes as they grow in power and size, as reflected in the movement table below.

Natural Armor: As a being of earth and flame, a Balrog has a natural armor class of 2[17]. Balrogs are not able to wear any armor however.

Immolation: Starting a first level, a Balrog is able to encase himself in flames, causing damage (based on his experience level) to those in close contact with him (melee range). This power can be turned on/off at will.

Growth: The Balrog begins play as a small creature of flame and darkness, and as he grows in power, so too does he grow in size. This growth is reflected on the Balrog class ability table.

Magic Resistance: As fey creatures of flame and darkness, Balrogs are naturally resistant towards magic, and grow even more resistant as they gain in power. This magic resistance is rolled any time the Balrog would be the subject of a spell, if the percentage chance or lower is rolled, the spell has no effect. (Note this spell affects beneficial spells as well as attack spells).

BALROG ADVANCEMENT TABLE

Level	Experience Points	Hit Dice (1d6+3)	Saving Throw
1	0	1	16
2	2,500	2	15
3	5,000	3	14
4	10,000	4	13
5	20,000	5	12
6	35,000	6	11
7	50,000	7	10
8	100,000	8	9
9	200,000	9	8
10	300,000	9+3	7

BALROG CLASS ABILITY TABLE

Level	Magic Resistance	Immolation Damage	Size
1	5%	1d4	3'
2	15%	1d6	3'6"
3	25%	1d6	4'
4	35%	2d6	5'
5	45%	2d6	5'6"
6	55%	2d6	6'
7	60%	3d6	7"
8	65%	3d6	7'6"
9	70%	3d6	8'
10	75%	4d6	9'

BALROG MOVEMENT TABLE

Level	Ground Move Rate	Flying Move Rate
1	12"	6"
2	12"	6"
3	12"	6"
4	12"	6"
5	9"	12"
6	9"	12"
7	9"	12"
8	6"	15"
9	6"	15"
10	6"	15"

Credits to this class go to Will Douglas, as he detailed this class on the OD&D forums.