

WHITE
BOX
CLASSES
THE DAEMON

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The Daemon

You are a student and researcher of the arcane science-like magic of Demons, the lower planes and their mysteries. Where others experience fear and helplessness, in the presence of the infernal, you see weak creatures of the lower planes, that should be bound to service. Once per day, you can summon a Baalrog to service you unto death.

Daemon Class Abilities

Weapon/Armor Restrictions

Daemons may only use staves and cannot use armor.

Spell Casting

Daemons cast arcane spells from the Cleric's Spell List, as per the Daemon's Spell Advancement Table. Each day, the Daemon is endowed with the ability to cast selected spells from the standard list.

Saving Throw

Daemons get +2 on saving throws vs. death, poison and disease.

XP Bonus for Wisdom

Daemons possess an XP bonus like Clerics.

Summon

Demon, Baalrog

The Bull of Baal (baal-auroch) is a massive, minotaur-like, bat-winged, satyr footed, demon burning with the fires of hell and wreathed in flame.

Armor Class: 2[17]
Hit Dice: 9
Attacks: sword (1d6) or whip
Special: hellfire
Move: 6 (15 when flying)

Legend and Lore

It is believed the first Daemon was once a powerful Baalrog unlike others of its kind. A lord of many planes of hell and champion of the entirety of the Infernal Gods. However, this Daemon was seduced by its power and believed it could slaughter all of the infernal hosts. It was then, historians believe, mortalized and cast onto the earthly planes.

Skills

Demonic Language

You demonstrate expertise in the reading, writing and speaking of demonic tongues.

Infernal Knowledge

You possess limited (unless otherwise determined by the referee) knowledge of the history, culture, and mythology of the wicked hierarchies of demons, devils, evil gods, and their minions.

Denizens

You possess basic knowledge of the animal like inhabitants of the lower planes.

Demonic Navigation

You rarely get lost in the lower planes.

Daemon Mastery Abilities

Demonic Ascension

When you have attained to a measure of power determined by the referee, you can shape-shift into a Baalrog unlimitedly throughout the day.

Communion of Baal

By a measure of power, moderated by the referee, you can regularly speak with the God initiates and worshippers call Baal, an ancient and evil, pagan deity.

Table 1: Daemon Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	1+1	+0	14
3	3,000	2	+1	13
4	6,000	2+1	+1	12
5	11,500	3	+1	11
6	23,500	3+1	+2	10
7	48,000	4	+2	9
8	96,000	4+1	+2	8
9	192,000	5	+2	7
10	384,000	5+1	+2	6
11	640,000	6	+3	5
12	920,000	6+1	+3	5
13	1,240,000	7	+3	5
14	1,680,000	7+1	+4	5
15	2,286,000	8	+4	5

Table 2: Daemon Spell Advancement

Level	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	1	1	-	-	-
4	1	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	1
9	2	2	2	2	1
10	2	2	2	2	1
11	3	3	3	3	2
12	3	3	3	3	2
13	3	3	3	3	2
14	3	3	3	3	3
15	3	3	3	3	3

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