

WHITE
BOX
CLASSES
THE MONSTER

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The Monster

You are a horrific, mutant-looking, scarred humanoid with no memory of your former self or racial identity. For reasons unknown to you, a Deity of the referee's design has endowed you with the ability to cast clerical spells and grow in power consequently. You are also capable of manifesting certain Terrors of those that are the Monster.

Monster Class Abilities

Weapon/Armor Restrictions

The Monster has no weapon or armor restrictions.

Spell Casting

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

Saving Throw

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

XP Bonus for Wisdom

Monsters possess an XP bonus like Clerics.

Terrors

Fear Face

Your monstrous face must remain hidden and when seeable, will cause screaming madness to those that observe it, for 1d6 turns. You can expose your face one time per day.

Stalker

You can create an auditory illusion of a horrifying monster, growling, snarling and always behind your enemy once per day per level of XP.

Legend and Lore

Many believe The Monster, sighted more than once in different varieties throughout the realms by many, were once benign, ravishingly beautiful female Elves that were cursed by a Goddess, and forged into ugly and stank monstrosities, for attempting to use their supernatural beauty to seduce her many husbands.

Skills

Language

You demonstrate expertise in the reading, writing and speaking of a language of choice.

Disguise

You possess the skill to mask your horrific face and features with extraordinary ability. With various cloth and a helm like mask (you begin the campaign with) you can conceal that which is your horrid self.

Monster Communication

You can understand the language of nearly all variety of monsters with little difficulty.

Lore

You possess knowledge of monster myths.

Monster Mastery Abilities

Gargantuan Beast

When you have attained to a measure of power determined by the referee, you can shape-shift into a thirty two foot tall, tentacle clad, mass of twisted, burnt flesh.

Armor Class: 4[15]

Hit Dice: 3+2

Attacks: tentacles (1d6 + poison)

Special: poison

Move: 14

Table 1: Monster Advancement

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

Table 2: Monster Spell Advancement

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

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