

WHITE  
BOX  
CODEX  
ADEPTS I

**White Box Codex**

**Adepts I**

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外伝

**MONK ZHAO**

“the stars are alit  
the tempest is a haven.  
the divinity is  
and the perfection  
true magic  
by swords and wizardry”  
C. 796 - c. 101 B.C.

**adepts**  
**character classes**

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**pg.6**

## The Aethon

You are an Elementalist of unique sorts, forged by the fires of the Divine and cast onto the earth as a fallen star. As all Aethons say similar, you remember little of your origins in the firmament but know you possess great power to manipulate the fundamental building blocks of reality. Earth, Water, Air and Fire are powers you wield with repute.

## Aethon Class Abilities

### Weapon/Armor Restrictions

Aethons may only use staves and cannot use armor.

### Spell Casting

Aethons cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Aethon is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Aethons get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Aethons possess an XP bonus like Clerics.

## Elementalism

### Earth, Water, Air and Fire

You can create, permute and destroy the 4 Classic Elements with might of willpower and design that of imagination. The power of your spells are determined by the referee.

### Elementals

You possess the ability to create constructs composed of one, or a combination, of the four elements. They will do anything you command.

## Legend and Lore

Some believe those that call themselves Aethons were once part of a vast hierarchy of Gods and Goddesses, the Higher Powers that rule the realms, and served as Divine Soldiers: Angels. It is said many of these lofty beings schemed on manipulating the fundamental constituents into a prison where they would wickedly cast their creator.

## Skills

### Language

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

### Craft Elemental Magical Item

You possess the ability of forging magical items with elemental uses of your own design, limited by your imagination and the homebrew rules of the referee. You can create one item per day per XP Level.

### Identify Elemental Item

You can identify the element of magical, elemental items.

### Elemental Commune

You can converse with elementals.

## Aethon Mastery Abilities

### Unbridled Power

When you have attained to a measure of power determined by the referee, your elemental magic rivals that of the Gods. This power is moderated by referee.

### Elemental Form

By a measure of power, determined by the referee, you can assume a powerful elemental form of one or a combination of the elements of your own design.

## The Aeva

You are a manifestation of Goddess, a mysterious Higher Power of the referee's design that embodies the theme of Sacrifice, Service and War. Endowed with potent Prayers, you will battle the enemy of this deity in fields of slaughter and die for those that worship her. Thereafter, as legend has it, you shall ascend to paradise.

## Aeva Class Abilities

### Weapon/Armor Restrictions

Aevas may only use staves and cannot use armor.

### Spell Casting

Aevas cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Aeva makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Aevas possess an XP bonus like Clerics.

## Prayers

### Mass

This Prayer is whispered and can be used once throughout the day. When uttered, the Aeva and adventuring party are completely healed of all wounds.

### Resurrection

This Prayer is whispered and can be used once throughout the day. When uttered, any slain members of the adventuring party are resurrected.

## Legend and Lore

Some believe that the Aeva is said to be not a manifestation of Goddess, but a Cleric of the deity bound to serve her until the world is at its end. Regardless, those that know the history of the Aeva have intense love for her as she defines her existence by healing the injured and resurrecting the dead that are beloved by their brethren.

## Skills

### Language

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

### Meditation

Once seated, and comfortable, you can enter a trance like state of mind that will heal you of all damage you have sustained in one hour, provided you are undisturbed during time spent in this meditative state.

### Identify Religious Item

With concentration on an object of unknown identity, for one hour, that truly is a relic from the faith that is Goddess (in all its varieties), you can identify its origin, purpose and monetary value.

## Aeva Mastery Abilities

### Divine

When you have attained to a measure of power determined by the referee, you can instantly heal any entity, with a mere touch, of all damage it has sustained.

### Immortal

By a measure of power, moderated by the referee, you are endowed with eternal youth and immortality. You can live forever, should you not be slain.

## The Alchemist

The Alchemist is a student of the occult mysteries that specializes in researching and applying the magical properties of water, harnessed by Words of Power, in all its aspects secret to the layman. Competent Alchemists have also recently discovered the propellant explosive known as Gunpowder. Additionally, they are adept spell-casters.

### Alchemist Class Abilities

#### Weapon/Armor Restrictions

Alchemists may only use staves and cannot use armor.

#### Spell Casting

Alchemists cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Alchemist is endowed with the ability to cast selected spells from the standard list.

#### Saving Throw

Alchemists get +1 on saving throws vs. death, poison and disease.

#### XP Bonus for Wisdom

Alchemists possess an XP bonus like Clerics.

### Concoctions

#### Elixir

You can create a magical potion by chanting over water within a small vial. One per day, per XP Level, may be created and have any effect desired, moderated by the referee.

#### Explosives

Once per day, with the requisite materials, you can create a sack of explosives that can be formulated into bombs or propellants for Gun-powder weapons.

## Legend and Lore

It is said that Higher Powers entered a sun-drenched world, devastated by conflict that troubled the gods, and imbued herbs with magical properties variant supreme. According to this legend, the purpose being was in aiding the mortals that inhabited this said world, so that they can return to their origins as gods before their exile.

### Skills

#### Language

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

#### Herbal Blends

You possess extensive knowledge of Herbs and their properties in the crafting of potions. Although creating Elixirs is limited by the imagination, Herbal Recipes can be used when ones imagination is limited.

#### Craft Vial

You are skilled in the manipulation of molten glass for the creation of vials for Elixirs.

#### Identify Elixir

You can instantly identify a potion's use.

### Alchemist Mastery Abilities

#### Elixir of Limitless Life

When you have attained to a measure of power determined by the referee, you can create an unlimited amount of Magic Healing Potions provided you possess vials of water.

#### Potions of Treasure

By a measure of power, determined by the referee, you can transmute a vial of water, once per day, into any potion listed in Table 31 of the First Print Edition Rulebook.



## The Angel

You are a servant of the light; constituent of the mind of the Most High; one, in eternal spiritual union, with the ruler of the Metaverse in its entirety. You have been ordained to be born into the world of the referee's design; and arise to battle the oncoming forces of darkness that seek to destroy, and rule the world.

## Angel Class Abilities

### Weapon/Armor Restrictions

Angels are trained in combat and have no armor or weapon restrictions.

### Spell Casting

Angels cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Angel makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Angels get +3 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Angels possess an XP bonus like Clerics.

## Divine Form

### Angel

Angels stand nine feet tall, clad in plate mail and armed with a greatsword burning with divine fire. You can assume this form 1d4 times per day for 1 hour at a time.

Armor Class: 4[15]  
Hit Dice: 6+1  
Attacks: burning blade (3d6 + fire)  
Special: divine fire, immune to pain  
Move: 15

## Legend and Lore

Occult authorities throughout the realms maintain that the Most High is the ultimate Higher Power and the most wicked entity throughout the realms. Many think this being is the creator of pain and sorrow. A sect of Merkava Mystics claim we cry and its source is obvious; we were given eyes to shed tears; skin to shed blood; and hearts to ache.

## Skills

### Language

You demonstrate expertise in the reading, writing and speaking of angelic languages.

### Divine Knowledge

You possess expert (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 and vice versa of the divine.

### Denizens

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

### Divine Navigation

You do not get lost in the upper planes

## Angel Mastery Abilities

### True Angel

When you have attained to a measure of power determined by the referee, you can transform into your Angelic Form unlimitedly throughout the day.

### Godlike Power

By a measure of power, moderated by the referee, you are endowed with the ability to become invincible 1d4 times per day, per level of XP for 1 hour at a time.

## The Arcane

You are no ordinary Cleric, endowed whilst a child (by Higher Powers of the referee's designs) in the power and majesty of the Magic-users. Thereafter, you were kidnapped by black cloaked occultists and taken to a far away castle (of the referee's designs) for sacrifice. Surprisingly, you slayed the enemy cult with the power of the Arcane.

## Arcane Class Abilities

### Weapon/Armor Restrictions

Arcanes may only use staves and cannot use armor.

### Spell Casting

Arcanes cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Arcane makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Arcanes get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Arcanes possess an XP bonus like Clerics.

## Roets

### Spell Mind

1d4 + 1 times per day, per level of Experience, you can cast any spell from the Magic-user's Spell List.

### Absorb Spell

Any Spell cast with you as the intended target, can be "absorbed" into a Spellbook, within the mind of your character, that you can cast unlimitedly and without need for preparation.

## Legend and Lore

Occult historians throughout the realms believe that the Arcane is a manifestation of a Higher Power that once was a synthesis of the Clerical and Magical Spell powers. Other students of the supernatural, maintain that the Arcane was born into the realms to fulfill a karmic debt that ends with the sacrifice of those of the class, at an early age.

## Skills

### Master Grimoire

Any Spellbook you possess, you can easily understand its secrets regardless of its language. You can cast any spell from the list without the need to prepare them as you would a standard Spellbook.

### Sense Magic

You can sense if magic has been cast within 1d4 miles from your present location.

### Create Spell

You can create Spells limited by your imagination that has been approved by the referee.

### Commune Higher Power

You can converse with the Higher Powers.

## Arcane Mastery Abilities

### Arcane Archmage

When you have attained to a measure of power determined by the referee, you can cast any spell, from the Magic-user's Spell List, unlimitedly throughout the day.

### Immortal Wizard

By a measure of power, moderated by the referee, you are endowed with eternal youth and can live forever, should you not be slain by the enemy.

## **The Bum**

You are a dirty, piss stinking and rag clad individual. You possess no money or home of your own and survive off of the compassionate ones that fill your beggar's cup with copper pieces and the occasional gold. However, one evening you were contacted by a Higher Power of the referee's design and ordained to wield clerical spells and serve.

## **Bum Class Abilities**

### **Weapon/Armor Restrictions**

Bums can only wield daggers and wear leather armor.

### **Spell Casting**

Bums cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Bum makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### **Saving Throw**

Bums get +1 on saving throws vs. death, poison and disease.

### **XP Bonus for Wisdom**

Bums possess an XP bonus like Clerics.

## **Beggar Magic**

### **Please! Help me!**

You possess the ability to appeal to the compassion of anyone, 1d4 times per day. These individuals will give you anything you desire provided it does not threaten their wellbeing.

### **Shadow Hide**

You possess the ability to conceal yourself within the confines of shadows 1d4 times per day for 1d4 hours. When hidden, you cannot be seen unless you move or cause sound.

## **Legend and Lore**

Many occult historians believe all bums throughout the realms were once powerful and malevolent deities bent on slaying those that did not obey their decrees. Others maintain that these dregs of society were not deities but the minions of these Higher Powers and were cast into the world to envy the fortunate; men they were ordained to protect.

## **Skills**

### **Bum's Tongue**

You demonstrate expertise in the reading, writing and speaking of bums and beggars.

### **Rich Man's Passing**

You possess knowledge of the location of Fortresses, Keeps, Headquarters of various Gangs, Guildhalls and Markets that are frequented by wealthy Nobles, Kings and Queens.

### **Street Charm**

You can charm people you converse with and easily acquire information.

### **Prowl**

You are skilled in stalking others.

## **Bum Mastery Abilities**

### **Rich Man's Purse**

When you have attained to a measure of power determined by the referee, you can manifest a small purse filled with infinite gold pieces.

### **Ville**

By a measure of power, determined by the referee, a manse of the referee's design (and its location) can become your home unless it is destroyed by hostile forces.

## The Champion

When a mere lad, you were approached by a gang of cloak and cowl clad individuals. Knocked on the head by one of these strangers, you blacked out. You awoke in a gladiator's arena a full grown, muscularly powerful individual holding a mace. You remember nothing of your childhood but that now you are capable of spell casting and melee battle.

### Champion Class Abilities

#### Weapon/Armor Restrictions

Champions have no weapon or armor restrictions.

#### Spell Casting

Champions cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Champions are endowed with the ability to cast selected spells from the standard list.

#### Saving Throw

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

#### XP Bonus for Strength

Champions possess an XP bonus like Fighters.

### Champion Magic

#### Deathblow

You are capable of administering a killing blow to your enemy. 1d4 times a day, per level of XP, you can strike your foes down in an instant.

#### Rage

When injured, the sight of your own blood drives you into madness. You acquire a temporary 1d6 bonus to your Strength, Dexterity and Constitution ability scores for 1d4 hours.

### Legend and Lore

It is believed that long ago, a cult of magic-users engaged in a mass kidnapping spree of youths who were beyond the power of the average individual. Some say further, that these children were the babes of a powerful and evil deity bent on destroying the world. More so, some believe this cult are the minions of this deities righteous brother.

### Skills

#### Language

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

#### Sense Bloodshed

Wherever there is war like carnage in the immediate area, you can sense and pinpoint its exact location.

#### Scale Wall

You can adeptly climb almost any surface that is set before you.

#### Weapon Power

You possess extraordinary skill in a weapon of choice. When holding said weapon, you acquire an additional attack per turn.

### Champion Mastery Abilities

#### Battle Form

When you have attained to a measure of power determined by the referee, you can shape-shift into a powerful Iron Golem like humanoid.

Armor Class: 3[16]  
Hit Dice: 4+2  
Attacks: fist (1d6 + stun)  
Special: none  
Move: 14

## The Claur

You are a terribly fragile, weak and pathetic Magic-user with an unknown racial identity (a silvery, crystal lattice woven throughout the skin, muscles and bones of your body). However, you possess the ability to call upon and wield powerful, arcane powers, once per day, that earn their repute from the legend that is the Claur.

## Claur Class Abilities

### Weapon/Armor Restrictions

Clairs may only use staves and cannot use armor.

### Spell Casting

Clairs cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Claur is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Clairs get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Clairs possess an XP bonus like Clerics.

## Arcane Power

### Spellmind

Once per day, you can enhance your spell casting powers by 1d4+1 Levels for one hour and wield spells from the Claur Spell Advancement Table as if you have attained to this level.

### Archmage

Once per day, you can cast any 6th Level Magic-user spell from the Magic-user Spell List (regardless of your current level).

## Legend and Lore

Holy books throughout the realms tell of a once powerful God that was murdered by its own creations. According to this legend, this God will be reborn with the markings of the Crystal Race, that will, if he desires, guide all throughout the world unto righteousness, compassion for all sentient beings and ultimately paradise.

## Skills

### Language

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

### Identify Magic Item

By holding an item, and meditating on it for several seconds, you can determine if it is magical or mundane. If it is magical, you can determine its origin, purpose and monetary value.

### Scribe Scroll

You can create a one time use spell scroll, once per day, per papyri you possess.

### Grimoire

You understand all varieties of spell books.

## Claur Mastery Abilities

### Crystal Warrior

When you have reached a level of power determined by the referee, you can assume a powerful battle form, of your design, once a day and for one hour per level of experience.

Armor Class: 4[15]  
Hit Dice: 3+2  
Attacks: talons (1d6 + 3)  
Special: None  
Move: 5

## The Courier

During your youth, you became affiliated with numerous Gangs and Guilds throughout a city (of the referee's design) that you were born and raised in. One night, while selling various illegal materials, you were struck with a great orb of light. You then heard the voice of what claimed to be a Higher Power that endowed you with clerical spell casting.

## Courier Class Abilities

### Weapon/Armor Restrictions

Couriers can only wield daggers and wear leather armor.

### Spell Casting

Couriers cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Courier makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Couriers get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Couriers possess an XP bonus like Clerics.

## Smuggler Magic

### Sub/urban Concealment

You can blend in with urban or suburban environs and become extremely difficult to detect. Hiding in alleys and the shadows that parallel the streets is easy for you.

### Drug Hustle

You possess the ability to create, from nothingness, a small bag of an expensive drug of the referee's design, 1d4 times per day, per level of XP.

## Legend and Lore

Students of the occult claim to have discovered a grimoire that tells of the Shadow Shades; sentient beings composed of shadows that can become corporeal and exist on the material planes. This text details a war within the plane of shadows that led to the death of millions of these entities. Were some of them possibly reborn?

## Skills

### Courier's Tongue

You demonstrate expertise in the reading, writing and speaking of Couriers and Thieves.

### Conceal Illegal Materials

You are an expert in concealing contraband ranging from drugs to weapons. The referee will determine what type of concealment is accomplishable based on homebrew rules.

### Street Charm

You can charm people you converse with and easily acquire information.

### Silent Move

You move without making any noise.

## Courier Mastery Abilities

### Shadow Step

When you have attained to a measure of power determined by the referee, you can travel in and out of the shadow planes provided you do so in areas that you have previously visited and have engaged in illegal, smuggling activity. This ability is endowed to you by the Higher Power that turned you into a clerical spell caster. You can do this unlimitedly throughout the day and even escape from peril this way.

## 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 Clerical Spell List, as per the Adept 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.

## The Diviner

Since your youth, you have been obsessed with study of the occult and its mysteries. One evening, you were telepathically contacted by a Higher Power (of the referee's design) that endowed you with spell casting powers becoming a Cleric. You were also gifted with the ability to see the immediate to distant future via visions.

## Diviner Class Abilities

### Weapon/Armor Restrictions

The Diviner has no weapon or armor restrictions.

### Spell Casting

Diviners cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Diviner is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Diviners get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Diviners possess an XP bonus like Clerics.

## Futures

### What Will Be

You possess the ability to observe the immediate and distant future via the manifestation of visions. Once per day, per XP Level, you can determine what will come to be.

### Blessing of Treasure

By gazing at the entrance to a dungeon, fortress or keep, you can determine if there is any treasure within and its exact whereabouts.

## Legend and Lore

It is believed the Diviners are actually empowered by a Wicked God or Goddess, which is masquerading as a benevolent Higher Power for the sheer enjoyment of lying, one of its beloved penchants. Some say further, that this wicked being will one day attempt to "eat" the Diviner it endowed with clerical powers.

## Skills

### Language

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

### Runestones

Within a sack of silk, you possess thirteen sacred stones etched with the markings of the Higher Powers. When cast onto earthen soil, you can determine various possible futures, of which one is one's destiny.

### Divine Commune

You can communicate with the Higher Power that endowed you with powers.

### Clerical Tome

You possess knowledge of clerical grimoires.

## Diviner Mastery Abilities

### Constant Sight

When you have attained to a measure of power determined by the referee, you possess a constant and perpetual knowledge of your inevitable destiny.

### Godlike Attainment

By a measure of power, moderated by the referee, you are no longer bound by a Spell Advancement Table and can cast an unlimited amount of spells throughout the day.



## The God

You are a deity that hails from the En Sof, and have been cast to the depths of the Hells for a sin you do not truthfully remember. After many eternities battling the forces of darkness in Hell after Hell, you emerged from the abyss of the earth only to be suddenly stripped of the permanence of your invincibility and immortality.

## God Class Abilities

### Weapon/Armor Restrictions

The God has no weapon or armor restrictions.

### Spell Casting

The God cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, The God is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

The God gets +1 on saving throws vs. death, poison and disease.

### XP Bonus for Intelligence

The God possess an XP bonus like Cleric's.

## Divinities

### Invincibility

Once a day, for one hour per XP Level, you are completely immune to all adverse phenomenon and cannot be harmed by anyone or anything.

### Clairsentience

Once a day for one hour per XP Level, you are cognizant of the past, present and all possible futures moderated by the homebrew rules of the referee.

## Legend and Lore

It is believed a righteous deity horrifically murdered, and cast into hell, one of his mortal creations because he was jealous of this created beings beauty. Those that study the sacred texts of the Higher Powers confirm that this deities consciousness was shattered into a multitude of conscious pieces. Thus, those that call themselves The God, are such.

## Skills

### Language

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

### Adept Skills

You are skilled in a multitude of disciplines at Gamestart (these skills can be anything the referee allows you to conceive of—they are limited by the imagination in their specifications). You also possess great genius, which is evident at your ability to cull knowledge from a multitude of sources efficiently and with great ease (this too is moderated by the referee).

### Identify Magic Item

You can identify any magic item.

## God Mastery Abilities

### Ascension

When you have attained to a measure of power determined by the referee, you will ascend to the plane of the Higher Powers, return to Godhood and learn of your sin.

### Almighty

By a measure of power, moderated by the referee, you can manipulate reality limited by your imagination and the homebrew rules of the referee.

## The Hlasek

You are no ordinary student of the Arcane. With the flexing of your magical will, you can bring into manifestation, once a day, a powerful Gargoyle that will serve you, obeying your every command, even self-sacrifice. You are also a competent and impressive spell-caster, capable of wielding clerical magic.

## Hlasek Class Abilities

### Weapon/Armor Restrictions

Hlaseks may only use staves and cannot use armor.

### Spell Casting

Hlaseks cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Hlasek is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Hlaseks get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Hlaseks possess an XP bonus like Clerics.

## Summon

### Gargoyle

This creature is a grey, nine foot tall, hands tipped with claws, winged humanoid with a long, sinuous tail. When animate, their skin has the texture of hard clay.

Armor Class: 5[14]  
Hit Dice: 6+4  
Attacks: claws/bite (1d6 + 2)  
Special: Flight  
Move: 6 (15 when flying)

## Legend and Lore

Gargoyles bedeck, frozen in stone, the walls of the Aeyr Elves Hlasek Cathedrals that parallel the planes. Unfortunately, it is believed this elven race, or culture more so, disrespected their own Gods, the true source of their power, by abandoning them when the Aeyr discovered the might and power that is the Sacred Crystal.

## Skills

### Language

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

### Gargoyle Empathy

You can sense the core, and dynamic, emotional changes of any Gargoyle whether inanimate, frozen in stone, or animate (note that when Gargoyles are frozen, they can still feel and sense phenomenon.

### Cathedral

You can sense if any structure is bedecked with Gargoyles.

### Aeyr Elf Mythology

You understand the myths of the Aeyr Elves.

## Hlasek Mastery Abilities

### Legion

When you attain to a level of power determined by the referee, you can summon 1d4+1 dozen Gargoyles into your service. They will obey your every command.

### Gargoyle Form

By a measure of power, determined by the referee, you can shape shift into a Gargoyle unlimitedly throughout the day, with the same stats as those you can summon.

## The Hunter

You are a Hunter of demons, devils and all kin varieties of the Wicked. Unlike other Demon Hunters, you are demonically blooded, a descendant of generations of entities cruel in the manifestations of their mental and moral makeup. You are also a clerical spell-caster, and possess the ability to evoke, bind and command your wicked ancestors.

## Hunter Class Abilities

### Weapon/Armor Restrictions

Hunters have no weapon or armor restrictions.

### Spell Casting

Hunters cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Hunters are endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Hunters possess an XP bonus like Cleric's.

## Ancestor Summon

### Demon Mardumman

This wicked being is a muscular, black skinned, spike studded, thirteen foot humanoid burning with hell fire and wielding a rune emblazoned, serrated Hellblade.

Armor Class: 4[15]  
Hit Dice: 3+2  
Attacks: hellblade (2d6 + poison)  
Special: hell-fire, poison  
Move: 12

## Legend and Lore

It is believed by many occult historians that the Hunters of the current day were once malevolent worshippers and servants of evil deities. Some believe they angered a powerful righteous God that murdered them and cast them into the realms, redesigned their psyche during birth and now they foolishly hunt their demonic brethren.

## Skills

### Language

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

### 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.

### Demonic Empathy

You can feel the emotions of your demonic brethren regardless of their disguise.

### Hellblade

You can wield greatswords from hell.

## Hunter Mastery Abilities

### Demon Magic

When you have attained to a measure of power determined by the referee, you can wield the magic of curses. Moderated by the referee, your curses are anything imaginable.

### Legion of Dark Angels

By a measure of power, and constituent rules moderated by the referee, once per day, you possess the ability to summon an army of Dark Angels that will serve you unto death.

## 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 Clerical Spell List, as per the Adept 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

## The Morg

You were an immortal creature of the lower planes made flesh and mortal by a mysterious Higher Power of the referee's design. You will serve this deity or cease to exist by its divine like threat. With sincere, true to heart service you are endowed to wield magic and assume a powerful Demon Form once per day.

## Morg Class Abilities

### Weapon/Armor Restrictions

Morgs may only use staves and cannot use armor.

### Spell Casting

Morgs cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Morg makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Morgs possess an XP bonus like Clerics.

## Demon Form

### Beast

Beasts stand thirty two feet tall and are composed of a chaotic assemblage of grotesque, talon tipped arms and slimy, tentacles in a state of putrefaction.

Armor Class: 4[15]  
Hit Dice: 3+2  
Attacks: talons (1d6 + paralysis)  
Special: paralysis  
Move: 6

## Legend and Lore

Many say the Morgs were not typical, immortal creatures inhabiting the lower planes, but powerful devils or Higher Powers even more so. It is said they angered the true Higher Powers by amassing together in a massive army and conspiring to slay any denizen of the lower planes that did not pledge their loyalty to them.

## Skills

### Language

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

### 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.

## Morg Mastery Abilities

### True Demon

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

### Immortal

By a measure of power, moderated by the referee, you are endowed with eternal youth and immortality. You can live forever, should you not be slain.

## The Nehkra

You are a student of the Clerical Mysteries and spell caster of arcane powers of the dead. With these powers, you can animate corpses and skeletons as your minions for whatever use you can imagine. Fighters, Magic-users and Clerics fear your might, as with your presence often comes an army of stank and rotten dead ones.

## Nehkra Class Abilities

### Weapon/Armor Restrictions

Nehkra may only use staves and cannot use armor.

### Spell Casting

Nehkra cast arcane spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Nehkra is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Nehkra's get +2 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Nehkras possess an XP bonus like Clerics.

## Deadmagic

### Skull Gleaning

By holding a creature's skull, you can instantly learn the name, when and how the entity died, alignment, lifespan and anything the referee decides.

### Legion of the Dead

Once per day, you can raise an army of the undead, as long as there are corpses to animate within 1d4 miles, which will do anything you command.

## Legend and Lore

It is believed the Nehkra are descendants of a powerful Elder Liche that sired a multitude of children by engaging in romantic encounters with ghouls. Some say, thereafter, this Liche (many believe to be known as Mezogorah), purposefully delivered his offspring to the care of numerous cathedrals and orphanages throughout the realms.

## Skills

### Language

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

### Necromancy

You possess extraordinary knowledge of the myths, legends and folklore of the undead across numerous realms. When it comes to the subject matter of the unliving, the referee must disclose.

### Sense Dead

You can determine where corpses can be found within a radius of 1d4 miles.

### Identify Corpse

You can determine if a body is dead or alive.

## Nehkra Mastery Abilities

### Elder Liche

When you have attained to a measure of power determined by the referee, you can commit an act of ritual suicide and be reborn as a mighty Elder Liche.

Armor Class: 0[20]  
Hit Dice: 12-18  
Attacks: touch (1d6 + paralysis)  
Special: paralysis  
Move: 6

## The Nighthawk

Your first memory is one of mystery. You remember floating in darkness already learned in the common tongue of a realm of the referee's design, and basic skills as if you were born normally and lived a normal life. You also possess in depth knowledge of how to murder humanoids, with a specialty in collecting the ears of Elves.

## Nighthawk Class Abilities

### Weapon/Armor Restrictions

Nighthawks have no weapon or armor restrictions.

### Spell Casting

Nighthawks cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Nighthawks are endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Nighthawks get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Nighthawks possess an XP bonus like Clerics.

## Nighthawk Magic

### Night-eyes

You can see clearly in pitch black darkness. You need no light to move around. You can see this way once a day for 1d4 hours per XP Level.

### Shadow Meld

You can become one with shadows and even enter them and emerge from different ones (range determined by referee). You can do this once a day for 1d4 hours per XP Level.

## Legend and Lore

It is believed by many occult historians that the secret of the Nighthawks has its roots, its origins, in the Gods of Murder and Death (of the referee's design). Some claim these deities were not one but a pantheon and were slain by Jhaddoc, the God of Indignant Pain, and cast into the realms, only to now hunt each other in various guises.

## Skills

### Language

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

### Sense Death

You possess an intimate sense of when someone you have seen before is sure to die within the immediate hours. You can even determine their location with a moments focusing after the sense comes.

### Scale Wall

You can adeptly climb almost any surface that is set before you.

### Silent Death

The screams of those you kill cannot be heard.

## Nighthawk Mastery Abilities

### Master Assassin

When you have attained to a measure of power determined by the referee, you are exquisitely skilled in the art of administering death. During the act, you are rarely hurt.

### Eternal Night

By a measure of power, determined by the referee, you can use both Nighthawk Magic abilities unlimitedly throughout the day, and as many times per day as you desire.

## The Palimor

You are a manifestation of the epitome and essence of Higher Powers of the referee's design that embody the theme of War, Justice and Bloodshed. You will serve on the front lines, battling the enemies of these Gods and Goddesses. With a potent Battle Cry, you fell the masses of evil beasts and strengthen the adventuring party.

### Palimor Class Abilities

#### Weapon/Armor Restrictions

Palimors are trained in combat and have no armor or weapon restrictions.

#### Combat Machine

Against foes one HD or less, Palimors get one attack per level each turn.

#### Stronghold

Palimors possess a small fort of their design.

#### Saving Throw

Palimors get +1 on saving throws vs. death, poison and disease.

#### XP Bonus for Strength

Palimors possess an XP bonus like Fighters.

### Battle Cry

#### Judgement

This Battle Cry can be uttered 1d4+1 times per day. When shouted, the Palimor and adventuring party acquire a bonus of 3d6+3 temporary HP and +1 BHB.

#### Prayer

This Battle Cry can be uttered and used 1d4+1 times per day. When shouted, the Palimor and adventuring party are healed of all wounds.

## Legend and Lore

Many believe that the first Palimor was once a warrior-cleric, with the ability to wield might and divine magic with awe inspiring ease and power, that angered the Higher Powers by coveting his brothers wife. Enraging the Gods and Goddesses, this Palimor was stripped of his magical capabilities and ordained to serve solely as a fighter.

### Skills

#### Language

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

#### Weapon Expertise

You are skilled in the use of any melee weapon from sword to sling.

#### Steed

You are skilled in riding animal mounts.

#### Medicine

You are skilled in the basic uses of bandages and disinfectants.

#### Climb

You are skilled in ascending structures.

### Palimor Mastery Abilities

#### Battle Cry

When you have attained to a measure of power determined by the referee, you can use your Battle Cries unlimitedly throughout the day.

#### Grace of the Higher Powers

By a measure of power, determined by the referee, you can cast divine spells (from the standard list) from the Palimor Spell Advancement Table, after prayer.



## The Prey

Although a weakling, you are no ordinary mortal. Before birth into the current world, there was an endless time before, without beginning; a mighty deity you were. For reasons determined by the referee, you were slain and mortalized by opposing Higher Powers. You are now limited to the weak, clerical spells of the mortal world and alone.

## Prey Class Abilities

### Weapon/Armor Restrictions

Preys may only use staves and cannot use armor.

### Spell Casting

Preys cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Prey makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Preys get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Preys possess an XP bonus like Clerics.

## Hunted Tactics

### Flight

You possess the ability to escape danger successfully without fail (by disappearing and reappearing in a safe location) 1d4 times per day per level of XP.

### Concealment

You are capable of hiding in such a way that you blend in completely with the background environment; the way a chameleon of earth can merge with the forest environ visually.

## Legend and Lore

Scholars, occultists, clerics, wizards; many share a common belief that there exists an entity known as “The Prey” that committed an evil act by indulging in forbidden pleasures and was cast into the mortal planes to learn a divine lesson. It is said that when the Higher Powers have drunk full their cup of vengeance; the prey shall become predator.

## Skills

### Language

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

### Skill Set

You possess an extraordinary amount of skills relative to the mortals of the world of the referee’s design. The referee is encouraged to work with the player during character creation to build a set of skills.

### Denizens

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

### Mortal Navigation

You rarely get lost in the world of mortals.

## Prey Mastery Abilities

### Predator Form

When you have attained to a measure of power determined by the referee, you can shape-shift into a predatory animal permanently; should the need arise.

Armor Class: 4[15]  
Hit Dice: 3+2  
Attacks: talons (1d6 + stun)  
Special: paralysis  
Move: 6

## The Prophet

You have felt a calling to a deity of the referee's design throughout your entire life. Recently, you have answered to this emotional and mental feeling by kneeling and professing love and honest intentions to this entity. Consequently, you have been blessed with the ability to wield clerical spells and Prophetic Magic.

### Prophet Class Abilities

#### Weapon/Armor Restrictions

Prophets are trained in combat and have no armor or weapon restrictions.

#### Spell Casting

Prophets cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Prophet makes a prayer and is endowed with the ability to cast selected spells from the standard list.

#### Saving Throw

Prophets get +1 on saving throws vs. death, poison and disease.

#### XP Bonus for Wisdom

Prophets possess an XP bonus like Clerics.

### Prophetic Magic

#### Divination

You possess the ability to ascertain the future with might of Volition. 1d4 times per day, per level of XP, the referee must inform you of considerable facts of what is to come.

#### It Shall Come to Pass

You possess the ability to significantly modify the future. 1d4 times per day, per level of XP, you can make moderate changes to the future of the game-world.

## Legend and Lore

Priests and various mystics throughout the realms maintain that the prophets of most deities are truly, or were, Gods themselves that were slain and cast into the mortal worlds by their wicked brethren. Others claim the Prophets are here by their own sacrificial actions, with intentions to free mortals that were once their divine kin.

### Skills

#### Language

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

#### Divine Knowledge

You possess expert (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 and vice versa of the divine.

#### Preacher

You possess the ability to give speeches that kindle beliefs of your desire in the masses.

#### Scriptures

You are learned in holy books of the realms.

### Prophet Mastery Abilities

#### God

When you have attained to a measure of power determined by the referee, you can take control of the adventure by becoming an assistant referee.

#### Holy Book

By a measure of power, moderated by the referee, you can ink a book of scriptures that those who read will believe is the unquestionable word of God.

## The Raider

You worship and serve a deity of the referee's design that has ordained you to find one of her lost relics (of the referee's designs) that has been cast out of the heavenly planes and into one of the multitude of tombs, throughout the realms, by her jealous brother. Consequently, you are a clerical spell-caster and adept grave robber.

## Raider Class Abilities

### Weapon/Armor Restrictions

Raiders have no weapon or armor restrictions.

### Spell Casting

Raiders cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Raider makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Raiders possess an XP bonus like Clerics.

## Raider Magic

### Orb of Daylight

You can create a shimmering globe of light with a level of brilliance moderated by the referee. It will last for 1d6 hours and one can be created per level of XP.

### Trap Killer

By focusing on a dungeon for a moment, you can thereafter instantly disarm traps and maintain this disarming ability for 1d4 hours a day per level of XP.

## Legend and Lore

Many believe the Raider is not actually a mortal, but an incarnation of the brother of the same deity that empowered the individual that is seeking this Goddess' lost relics. Others believe that this incarnate God is not one, but a multitude of Angels that fell from grace and were exiled from the heavenly planes for embracing evil.

## Skills

### Language

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

### Detect Trap

You are trained in the detection of any variety of trap that may attempt to injure (naturally or supernaturally) or kill you and any fellow party members that are in your company.

### Scale Wall

You can adeptly climb almost any surface that is set before you.

### Silent Raider

You make little to no noise as you move.

## Raider Mastery Abilities

### Adept Raider

When you have attained to a measure of power determined by the referee, you are skilled in physical movements. Acrobatics is extremely, supernaturally, easy for you.

### Raider Sight

By a measure of power, determined by the referee, you can engage in commune with your God and acquire information on the perils of the tomb you are in.

## The Rann

You are unlike ordinary mortals and are indeed a manifestation of a Higher Power of the referee's designs. Possessing the mark of this faith, a rune of shimmering, silver light on your tongue, you are capable of affecting the world with the power of mantra: sacred words that affect reality as any God or Goddess can.

## Rann Class Abilities

### Weapon/Armor Restrictions

Ranns may only use staves and cannot use armor.

### Spell Casting

Ranns cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Rann makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Ranns get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Ranns possess an XP bonus like Clerics.

## Chants

### Command

You possess the ability to command anyone you encounter unless the referee deems otherwise for reasons that are logical to the adventure and world the referee has designed.

### Death Spell

Once per year, you are capable of slaying anyone with the power of merely uttering their name. In an instant, they will cease to breathe and die.

## Legend and Lore

Many occult historians and occultists believe that those that deem themselves, The Rann, are in fact manifestations of the ultimate power that sustains all living things, the true Higher Power that is the One: God. Some say that these beings have created all that exists and are slowly returning to the realms they were exiled from because they were evil.

## Skills

### Divine Tongue

You demonstrate expertise in the reading, writing and speaking of the God's language.

### Identify Religious Item

With concentration on an object of unknown identity, for one hour, you can identify its origin, purpose and monetary value.

### Sense the Infernal

You possess the ability to feel when minions of the wicked Higher Powers are nearby and especially when they are seeking you for a quick slaughter and feast.

### Divine Navigation

You do not get lost in the upper planes.

## Rann Mastery Abilities

### Mass Death

When you have attained to a measure of power determined by the referee, you can cease the life of entire villages, once per year, with a mere thought.

### Heavenly Abode

By a measure of power, moderated by the referee, you are gifted with a sanctuary upon the clouds of a world of the referee's design that you can teleport to and from unlimitedly.

## The Rat

You know the culture, denizens and exclusive locations people of the slums frequent. Brothels, Gang Headquarters and Guildhalls are your specialty. Unlike other “Rats”, you have been ordained by a God of the referee’s design to service a cause whether or not you believe in it. Pray and serve or be slaughtered. So this Deity has decreed.

## Rat Class Abilities

### Weapon/Armor Restrictions

Rats can only wield daggers and wear leather armor.

### Spell Casting

Rats cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Rat makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Rats possess an XP bonus like Clerics.

## Rat Street Magic

### Slick Tongue

You possess the ability to speak in any language of the slums once per day for 1d4 hours per day. When not active, you can only understand.

### Copper Charm

You possess a small purse filled with infinite copper pieces. You can withdraw 32 copper pieces at once, unlimitedly. Good idea to keep this money pouch a secret!

## Legend and Lore

Some of those who possess great knowledge of the slums of cities and villages say that the Rats were once powerful ganglords and kingpins that angered a malevolent deity by ordering a hit on one of his worshippers. Others believe these “street punks” were not gang leaders and are in fact the future leaders of the slums.

## Skills

### Rat’s Tongue

You demonstrate expertise in the reading, writing and speaking of Stealer Signs.

### Street Knowledge

You possess knowledge of the location of Brothels, Headquarters of various Gangs, Guildhalls, Seedy Bars and Mercenary Camps throughout the popular villages and cities of the referee’s design.

### Street Charm

You can charm people you converse with and easily acquire information.

### Lockpick

You can easily pick simple locks.

## Rat Mastery Abilities

### Shadow Blend

When you have attained to a measure of power determined by the referee, you can, with a moments focus, blend into the darkness of shadows and are harder to detect.

### Street Battler

By a measure of power, determined by the referee, you exhibit extraordinary skills in melee combat with or without weapons, having survived many street attacks.

## The Renegade

You were once a powerful Devil (a leader of legions of Demons), and loyal to the evil Higher Powers that threaten the sanctity of the realms. However, you turned against your masters when ordained to slaughter your demonic mother (for reasons the Higher Powers refused to disclose) and was thus cast into the realms weaker; now a Demon.

## Renegade Class Abilities

### Weapon/Armor Restrictions

Renegades have no weapon or armor restrictions.

### Spell Casting

Renegades cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, Renegades are endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Wisdom

Renegades possess an XP bonus like Clerics.

## Infernals

### Torment

You possess the ability, unlimitedly throughout the day, to drive entities into complete fits of madness by whispering a word of your designs over and over again.

### Soul Steal

Once per day, you can absorb the souls of creatures with no more than one hit die. Once consumed, you will gain one hit point which is added to your max.

## Legend and Lore

Scholars of the Occult say prophecies of Renegades are writ in numerous scrolls and grimoires. These tomes all tell of a time when the Renegades will unite as one and slay the one true God of the realms by awakening him from a deep sleep that is its prison. Unfortunately, there is no absolute chance of victory, as many say they kill with thoughts.

## Skills

### Demon Runes

You demonstrate expertise in the reading, writing and speaking of Infernal Languages.

### Infernal Lore

You possess in-depth knowledge (acquired via prayer) of the nature and culture of the demonic denizens of the realms.

### Prey

You can sense creatures of prey (animals that are often hunted by predators throughout the realms) with great ease and are skilled in stalking, slaying and eating them raw.

### Nightsight

You can easily see in pitch black darkness.

## Renegade Mastery Abilities

### Hell Champion

When you have attained to a measure of power determined by the referee, you can shape-shift into a muscular, spike studded, crowned with horns Demon.

Armor Class: 4[15]  
Hit Dice: 4+2  
Attacks: (1d6 + paralysis)  
Special: paralysis  
Move: 16

## The Runner

You were created by a deity (of the referee's designs) long ago and wrought as a mortal of the Earth. Your sole purpose is to deliver messages from this Higher Power to those that love or fear them. Mysteriously, these commune (in the form of writ papyri) can only be delivered by long journey from village to village.

## Runner Class Abilities

### Weapon/Armor Restrictions

Runners have no weapon or armor restrictions.

### Spell Casting

Runners cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Runner makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Runners get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Runners possess an XP bonus like Clerics.

## Sprints

### Quick Stride

You are faster than most when on the move and your character is endowed with a +6 Move Bonus when running from point of origin to the destination.

### Battle Fast

Whilst running, you possess the ability to slay your enemies with amazing speed. Your character is endowed with one extra attack per turn.

## Legend and Lore

Occult Scholars maintain that the Runners were actually submissive Angels ordained to serve a Higher Power that would communicate with mortals through the principle of that which is the Runner. Further, it is said these subservient divine beings turned against their God and were cast into the realms without memory to serve as a mortal.

## Skills

### Runner's Tongue

You demonstrate expertise in the reading, writing and speaking of Runner Signs.

### Lore

You possess in-depth knowledge (acquired via prayer) of the area you will travel through when delivering a message.

### Sense Trap

You are trained in the detection of any variety of trap that may attempt to injure or kill you whilst in transit from point of origin to your destination.

### Nightsight

You can easily see in pitch black darkness.

## Runner Mastery Abilities

### Master Courier

When you have attained to a measure of power determined by the referee, you can shape-shift into a humanoid of your design with greater speed and hit dice.

Armor Class: 4[15]  
Hit Dice: 3+1  
Attacks: (1d6 + stun)  
Special: None  
Move: 16

## The Sage

Ever since your early years of childhood, you have regularly been visited with visions of the future. As you matured, these visions became eerie forecasts of your future should tragedy occur. Indeed, you have survived numerous horrific deaths due to your knowledge of when and how it might occur. You can also commune with the Higher Powers.

## Sage Class Abilities

### Weapon/Armor Restrictions

Sages can only wield daggers and wear leather armor.

### Spell Casting

Sages cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Sage makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Sages get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Sages possess an XP bonus like Clerics.

## Visions

### Sight of Tragedy

You possess the ability, 1d4 times per day per level of XP, to see into the various futures and ascertain if and when a tragedy will occur to you or others.

### Wise Man

Once per day, per level of XP, you can enter a trance like state and acquire visions of wisdom from any deity, of the referee's design, that you choose.

## Legend and Lore

Occult historians maintain that those who are visited with visions from the Higher Powers were once themselves mighty deities that were slain during a war that prequels the time of the current age. Other historical authorities claim that these "Sages" were minions of the wicked Gods and Goddesses and are soon to see a vision of their eternal death.

## Skills

### Language

You demonstrate expertise in the reading, writing and speaking of ancient languages.

### Runecraft

You possess a silk bag of runestones with a sacred and mysterious origin. After focusing for a moment and casting of the small, engraved rocks, you can predict when the next combat encounter will begin.

### Sacred Texts

You can decipher the arcane languages used in scrolls and grimoires.

### Healing Meditation

You gain 1d4 lost hit points per hour.

## Sage Mastery Abilities

### Divine Plan

When you have attained to a measure of power determined by the referee, you can permute the flow of events as they come to pass (moderated by the referee).

### Godsight

By a measure of power, determined by the referee, you are regularly blessed with complex visions of the future pertaining to any quest you undertake.



## The Shifter

You are one of the Changelings (a race of humanoids that can shape shift into any other physical form) that was cursed generations upon generations ago, for a long forgotten transgression. Now, you can only assume the shape of monstrous entities and animals of the wild. Horrific? Perhaps! However, each monster has an impressive ability.

## Shifter Class Abilities

### Weapon/Armor Restrictions

Shifters have no weapon or armor restrictions.

### Spell Casting

Shifters cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Shifter is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

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

### XP Bonus for Strength

Shifters possess an XP bonus like fighter's.

## Shape-shifting

### Monster Form

You can assume the form of any monster featured in the Swords & Wizardry: White Box First Print Edition Rulebook. You may shape-shift into this form once a day for 1d4 hours. Note, however, that you cannot shape-shift into any Infernal Form. Demons, devils and their kin variety are not truly monsters, but divine beings that have fallen to the lower planes from the heights of the celestial firmament. They were once Angels.

## Legend and Lore

Many occult historians believe all monsters and some wild animals that inhabit the realms were once a race of beautiful humanoids that incurred the wrath of the nature deities when they began to feast on the raw flesh of corpses. As time passed, this race slowly evolved into predator like monsters. As often, what you eat yields its power of form.

## Skills

### Language

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

### Monster Empathy

You can feel the emotions of the monstrous denizens of the realms. Whether feelings regarding yourself or a monster's feelings regarding others (or any sentient being), you can sense and understand clearly.

### Monster Communication

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

### Lore

You possess knowledge of monster myths.

## Shifter Mastery Abilities

### Monster Form Permanence

When you have attained to a measure of power determined by the referee, you can assume any Monster Form unlimitedly throughout the day.

### Monster Army

By a measure of power, and constituent rules moderated by the referee, once per day, you possess the ability to summon an army of Monsters that will serve you unto death.

## The Sion

You are a master of manipulating, creating and destroying the static realities that bind the Metaverse into what it currently is. Those who know of your power tread with fear in your presence. Even the Higher Powers stare in awe, from the beyond, as they observe you toy with that which they created, forged divine, long ago: reality.

## Sion Class Abilities

### Weapon/Armor Restrictions

Sions may only use staves and cannot use armor.

### Spell Casting

Sions cast arcane spells from the Magic-user Spell List, as per the Adept Spell Advancement Table. Each day, the Sion is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Sions get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Intelligence

Sions possess an XP bonus like Magic-user's.

## Illusions

### Permutation

You can permute the very nature of reality in any way limited by the imagination (remember, however, that these alterations are not real and temporary). Your measure of power (complexity of the illusion, its strength, its genius) is determined by the referee. False images, untrue sounds, touches to the body with no true physical source, all is possible. Generally, the higher the XP Level, the more powerful the illusion.

## Legend and Lore

Many believe the first Illusionists were Gods exiled from the divine abode of the one true God, the ultimate source of the Higher Powers. It is said that these Sions were, or are (if they still live this very day) servants of the Eternal Hierarchies, known to others as Angels of the Most High (more so Archangels). Some say they shall soon siege reality.

## Skills

### Language

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

### Identify Illusions

You possess the ability to sense illusions in any of their guises. Whether an illusion of earth, water, air or fire, you can (after several seconds of focusing on the suspected illusion) determine if it is fact or fiction.

### Hypnotism

You possess the ability to limitedly control another's mind after focusing on it for one minute (for an amount of time determined by the referee). Thereafter, they must obey your commands (moderated by the referee).

## Sion Mastery Abilities

### Illusionary Being

When you have attained to a measure of power determined by the referee, you will become a living illusion. In this form, you are pure consciousness yet can interface with the corporeal world as if you were physical. In this form, only energy (of a variety determined by the referee) can damage or hurt you. You can assume this illusionary form (more so an essence) once per day for one hour per XP Level.

## The Stealer

You were once a demon that served a malevolent deity. With prayers, you were endowed with Clerical Spells that empowered you to battle the Angels. Unfortunately, however, you were slain and reincarnate in the mortal worlds. You are now questing for a red gem that contains your true power and are empowered like the thieves to find it.

## Stealer Class Abilities

### Weapon/Armor Restrictions

Stealers can only wield daggers and wear leather armor.

### Spell Casting

Stealers cast divine spells from the Clerical Spell List, as per the Adept Spell Advancement Table. Each day, the Stealer makes a prayer and is endowed with the ability to cast selected spells from the standard list.

### Saving Throw

Stealers get +1 on saving throws vs. death, poison and disease.

### XP Bonus for Wisdom

Stealers possess an XP bonus like Clerics.

## Stealer Magic

### Infinity-pick

You can conjure a mystical lock-pick, once per day, that will open any type of lock you encounter. This pick will remain material for 1d4 hours and cannot be lost.

### Shadow Master

You can enter shadows and become one with them. During this time, you cannot sustain damage but in turn cannot harm anyone. You can do this for 1d4 hours, once per day.

## Legend and Lore

It is believed those that live their lives in the manner of the first, legendary thief, the Stealer, are not demons cast into the mortal worlds, as many occult historians have said, but a clique of thieves tricked into seeking and acquiring a red gem that endows one with immortality for one other than themselves, by a malevolent and powerful deity.

## Skills

### Stealer's Tongue

You demonstrate expertise in the reading, writing and speaking of Stealer Signs.

### Detect Trap

You are trained in the detection of any variety of trap that may attempt to injure (via natural means—not supernaturally) or kill you and any fellow party members that are in your company.

### Pick Lock

You can adeptly pick any variety of locks with a lock-pick, once procured.

### Silent Stealer

You make little to no noise as you move.

## Stealer Mastery Abilities

### Master Thief

When you have attained to a measure of power determined by the referee, you can wield Shadow Master and Infinity-pick Stealer Magic unlimitedly throughout the day.

### Demon Form

By a measure of power, and constituent rules moderated by the referee, you possess the ability to transform into a demon of the referee's design.

**Table 1: Adept Advancement**

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	14
3	3,000	3	+0	13
4	6,000	3+1	+1	13
5	11,500	4	+1	12
6	23,500	5	+1	12
7	48,000	6	+2	10
8	96,000	6+1	+2	10
9	192,000	7	+2	9
10	384,000	7+1	+3	8
11	540,000	8	+3	8
12	720,000	8+1	+3	7
13	940,000	9	+4	7
14	1,180,000	9+1	+4	6
15	1,586,000	10	+4	5

**Table 2: Adept 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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