

WHITE  
BOX  
CLASSES  
THE MORG

外伝

## 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 Clerical 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.

**Table 1: Morg 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: Morg 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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