

# Classes

Each class has its own strengths and weaknesses, represented by a unique set of [feats](#) and abilities. Some classes are restricted based on [race](#), [alignment](#) and/or [stats](#).

## Multi-Class Characters:

When you advance beyond level 10, 20, 30 and 40 you will be given the option to multi-class. To do so, simply type advance `NEW_CLASS` in an area that allows advancement and you will become a "multi-classed character". When you reach the new bracket, you may choose to advance in your new or old class or even pick up a third. Some classes have multi-class restrictions noted in their help-files. Note that you must meet the requirements of all of your classes.

## Melee Classes

[Barbarian](#)  
[Fighter](#)  
[Paladin](#)  
[Ranger](#)  
[Thief](#)

## Hybrid Classes

[Bard](#)  
[Druid](#)  
[Inquisitor](#)  
[Monk](#)  
[Psywarrior](#)  
[Warlock](#)

## Caster Classes

[Cleric](#)  
[Mage](#)  
[Oracle](#)  
[Psion](#)  
[Sorcerer](#)

# Prestige Classes

Prestige classes are similar to standard classes, only have more powerful or more specialized abilities. Prestige classes on Shadowgate can only be taken starting at level 20. They require a certain amount of levels in a base class or certain feat or skill or other requirements to be met before you can advance into a prestige class. You acquire a prestige class when you advance just as if you were going to multiclass. For example, if you are a level 20 druid and you want to become an archdruid you would simply type advance `archdruid` and you would then become a level 20 druid, level 1 archdruid. The class feats listed for prestige classes at level 1, level 4 and level 7 are automatically granted when you attain the correct level in the prestige class. They are free feats and you don't need to add them yourself. In almost all cases, when you advance in a prestige class, you also gain spells

per day and spells known as if you had advanced in the base class required for the prestige class.

<a href="#">Arcane Archer</a>	Any Arcane Caster
<a href="#">Arcane Trickster</a>	Thief + Any Arcane Caster
<a href="#">Archdruid</a>	Druid
<a href="#">Archmage</a>	Mage or Sorcerer
<a href="#">Archpsion</a>	Psion
<a href="#">Assassin</a>	Any but psionic
<a href="#">Beast Master</a>	Ranger
<a href="#">Bladeweaver</a>	Any
<a href="#">Chronicler</a>	Bard
<a href="#">Crypt Stalker</a>	Ranger
<a href="#">Cypher</a>	Any
<a href="#">Duelist</a>	Any
<a href="#">Eldritch Knight</a>	Any Caster
<a href="#">Grandmaster of the Way</a>	Monk
<a href="#">Gravecaller</a>	Any Divine or Arcane Caster
<a href="#">Hellfire Warlock</a>	Warlock
<a href="#">Hierophant</a>	Any Divine Caster
<a href="#">Immortal Defender</a>	Any
<a href="#">Metamind</a>	PsyWarrior
<a href="#">Mindblade</a>	Psion
<a href="#">Palelord</a>	Any but Psionic
<a href="#">Primeval Champion</a>	Druid
<a href="#">Radiant Servant</a>	Any Divine Healer
<a href="#">Rage Prophet</a>	Barbarian + Any Divine Caster
<a href="#">Shadow Adept</a>	Mage or Sorcerer
<a href="#">Shadowdancer</a>	Any
<a href="#">Stonelord</a>	Any (Race Restricted)
<a href="#">Tome Bound Master</a>	Warlock
<a href="#">Vampire Lord</a>	Vampire
<a href="#">Versatile Arcanist</a>	Sorcerer
<a href="#">Warmaster</a>	Any
<a href="#">Warmind</a>	Psywarrior

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