

CHARACTER CLASSES

CLERIC

Requirements: None

Prime requisite: WIS

Hit Dice: 1d6

Maximum level: 14

Armour: Any, including shields

Weapons: Any blunt weapons

Languages: Alignment, Common

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity.

Combat

Clerics can use all types of armour. Strict holy doctrine prevents clerics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, war hammer.

Divine Magic

See *Classic Fantasy: Magic* for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see *Equipment*, p36).

Deity disfavour: Clerics must be faithful to the tenets of their alignment, clergy, and religion. Clerics who fall from favour with their deity may incur penalties.

Magical research: A cleric of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found in *Classic Fantasy: Magic*.

Using magic items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the HD of the type of undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Cleric Level Progression

Level	XP	HD	THACO	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	–	–	–	–	–
2	1,500	2d6	19 [0]	11	12	14	16	15	1	–	–	–	–
3	3,000	3d6	19 [0]	11	12	14	16	15	2	–	–	–	–
4	6,000	4d6	19 [0]	11	12	14	16	15	2	1	–	–	–
5	12,000	5d6	17 [+2]	9	10	12	14	12	2	2	–	–	–
6	25,000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
7	50,000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
8	100,000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
9	200,000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favour with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Turning the Undead

Hit Dice of Monster Type†

Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	–	–	–	–	–
2	T	7	9	11	–	–	–	–
3	T	T	7	9	11	–	–	–
4	D	T	T	7	9	11	–	–
5	D	D	T	T	7	9	11	–
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.