

Halberds & Helmets: Clerics

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Clerics are generally not available in my games.

Cleric: you can fight (but not as well as a fighter) and you can work miracles granted to you by the gods (but your spells are not as powerful as a wizard's spells)

Clerics

You can fight (but not as well as a fighter) and you can work **miracles** (but your miracles are not as powerful as a magic user's spells).

Armor Class	0	1	2	3	4	5	6	7	8	9
Level 1-3	19	18	17	16	15	14	13	12	11	10
Level 4-5	18	17	16	15	14	13	12	11	10	9
Level 6-8	17	16	15	14	13	12	11	10	9	8
Level 9-10	16	15	14	13	12	11	10	9	8	7

Saving Throws	Dragon Breath Explosions	Paralysis Petrification	Death Poison	Rays Wands	Spells Miracles
Level 1-4	16	14	11	12	15
Level 5-8	14	12	9	10	12
Level 9-10	12	10	7	8	9

You may only use simple, bludgeoning weapons – or the weapon ascribed to your god. This means: no magic swords!

YOU CAN TURN UNDEAD! You must raise your holy symbol so they may see it and loudly invoke your god. Each round, 2d6 hit dice worth of undead will be turned or destroyed. Your success depends on your level and luck.

The following table shows, what number you need to roll using 2d6 in order to turn undead. "D" means the undead will be "destroyed" instead of turned.

Cleric Level	1	2	3	4	5	6	7	8	9	10
Skeletons	7+	5+	3+	D	D	D	D	D	D	D
Zombies	9+	7+	5+	3+	D	D	D	D	D	D
Ghouls	11+	9+	7+	5+	3+	D	D	D	D	D
Draugr	-	11+	9+	7+	5+	3+	D	D	D	D
Wraiths	-	-	11+	9+	7+	5+	3+	D	D	D
Mummies	-	-	-	11+	9+	7+	5+	3+	D	D
Spectres	-	-	-	-	11+	9+	7+	5+	3+	D
Vampires	-	-	-	-	-	11+	9+	7+	5+	3+

There's a long discussion in German [on my blog](#).

*What heresy infuriates you the most?
When did you first hear the divine messengers?*

Level	Experience Points
1	0
2	1'565
3	3'125
4	6'251
5	12'501
6	25'001
7	50'001
8	100'001
9	200'001
10	300'001

Some clerics favor the weapon ascribed to their god. This is optional. Here are some examples:

Orcus	mace
Ishtar	sickle sword (kopesh)
Nergal	battle axe
Freya	spear
Marduk	club
Mitra	hand axe
Set	dagger
Hekate	whip

Miracles

You can beg the gods for a **miracle** by raising your hands and praying or singing. The following table shows how your miracle working improves as you gain levels. You need no spell book. The following table shows you many miracles you can work per day, depending on your level.

Level	1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	3	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	4	3	2	1
10	5	4	3	3	2

Your **reputation** with the gods determines the highest circle of miracles granted to you. As you begin the game with no reputation, you will not be able to work any miracles on your first adventure!

Miracles **from the 4th circle and up** are granted to you *in person* by agents of your god – a valkyrie, an angel, a devil, and so on.

TYPICAL MIRACLES of the 1st circle would be:

Detect Evil will indicate which visible creatures within *60 ft* are wishing you ill for *1 h*.

Lay on Hands heals $1d6+1$ damage *or* removes paralysis. The opposite of that is **Pain** which causes $1d6+1$ damage. In either case, the target needs to be touched. This does not require a roll to hit.

Detect Magic makes all enchanted items, creatures and locations within *60 ft* shine with a pale blue light for *20 min*.

As you can see, miracles are very similar to spells for magic users and elves. The key difference is that a cleric's **repertoire** is determined by the god they serve.

If you **anger the gods**, they may deprive you of miracles. *Pay attention to dreams and visions* and promise to do better in order to regain your full power.

A trap is no creature and doesn't "wish you ill."

The pale blue light is visible to all.

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