

## Cleric Abilities

### Turning Undead Table

	Cleric Level																
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#
Zombie	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#
Ghoul	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#
Wight	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+
Wraith	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+
Mummy	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+
Spectre	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+
Vampire	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+
Phantom	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D
Haunt	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D
Spirit	-	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D
Nightshade	-	-	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D
Lich	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	T
Special	-	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T

7, 9 or 11: Number needed on 2d6 to turn 2d6HD of undead successfully

T : Can automatically turn 2d6HD of undead

D : Can automatically destroy 2d6HD of undead

D+ : Can automatically destroy 3d6HD of undead

D# : Can automatically destroy 4d6HD of undead