

Sword-Cleric of Frey Character Class Tables

Sword-Cleric of Frey Advancement Table

XP	Level	Level Title	HD (d6)
0	1	Inductee	1
2,001	2	Initiate of the First Circle	2
4,001	3	Crusader of the First Circle	3
7,501	4	Priest of the First Circle	4
12,501	5	Initiate of the Second Circle	5
20,001	6	Crusader of the Second Circle	6
35,001	7	Priest of the Second Circle	7
60,001	8	Initiate of the Third Circle	8
90,001	9	Crusader of the Third Circle	9
125,001	10	Priest of the Third Circle	10
200,001	11	Crusader of Frey	11
300,001	12	Priest of Frey	12
750,001	13	High Priest of Frey	13
1,500,001	14	Grand Avatar of Frey (one only)	14

Sword-Cleric Turning Undead Table

Undead HD	Sword-Cleric Level													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	5	3	T	T	D	D	D	D	D	D	D	D	D	D
2	7	5	3	T	T	D	D	D	D	D	D	D	D	D
3	9	7	5	3	T	T	D	D	D	D	D	D	D	D
4	11	9	7	5	3	T	T	D	D	D	D	D	D	D
5	-	11	9	7	5	3	T	T	D	D	D	D	D	D
6	-	-	11	9	7	5	3	T	T	D	D	D	D	D
7	-	-	-	11	9	7	5	3	T	T	D	D	D	D
8	-	-	-	-	11	9	7	5	3	T	T	D	D	D
9	-	-	-	-	-	11	9	7	5	3	T	T	D	D
Infernal*	-	-	-	-	-	-	11	9	7	5	3	T	T	D

* This category includes very powerful undead, including Arandish vampires of 11 or more HD, or unholy beings such as demons and devils.

Sword-Cleric Spell Acquisition Table

Sword-Cleric Class Level	Cleric Spell Level					
	1	2	3	4	5	6
1	0	0	0	0	0	0
2	1*	0	0	0	0	0
3	2	0	0	0	0	0
4	2	1	0	0	0	0
5	3	2	0	0	0	0
6	3	2	1	0	0	0
7	3	3	2	0	0	0
8	4	3	2	1	0	0
9	4	3	3	2	0	0
10	4	4	3	2	1	0
11	5	4	3	3	2	0
12	5	4	4	3	2	1
13	5	5	4	3	3	2
14	6	5	4	4	3	3

*Upon attaining second level, a Sword-Cleric of Frey *must* take **Detect Undead**, a special first-level spell for Sword-Clerics only.

Sword-Cleric Sword Powers

Sword-Cleric Level	Sword Ability
2	Sword affects vampires, wights, wraiths, and spectres, inflicting 1/2 damage.
4	Sword does double damage to zombies, skeletons, and ghouls.
7	Life Force Cloaking: the sword empowers the sword-cleric to cloak his Life Force emanations, making him effectively invisible to the undead for 1d6 minutes. Usable thrice per day.
9	Sword affects vampires, wights, wraiths, and spectres, inflicting full damage.
11	Resist Life Force Drain: the sword enables the sword-cleric to roll his CON or lower on 1d20 to reduce undead life force drain by 1 level (e.g., vampire lf drain drops to only 1 level, wight and wraith lf drain is reduced to zero). Usable thrice per day.
13	Entrap Vampire: the sword enables the sword-cleric to entrap one vampire in its current form, effectively neutralizing its <i>shape change</i> ability (see <i>LL</i> p. 101). Range: 100' and in sight; Duration: 1d12 rounds. Usable once per day.