Acolyte

By Gavin Norman

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Any, including shields
Weapons: Any blunt weapons
Languages: Alignment, Common

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

Acolyte Skills

Acolytes can use the following skills with a range of 30', with the chance of success shown opposite:

► **Bless (BL):** Allies gain +1 to attack and damage rolls for one round per level of the acolyte. May be used once per turn.

► **Detect magic (DM):** Requires 1 turn of concentration on an object. Failed checks may be re-attempted, if the acolyte is willing to spend the additional time.

► **Know alignment (KA):** Grants immediate knowledge of the alignment of one character, monster, object, or location. May only be attempted once per subject.

► **Purify (PU):** Makes rotten, poisonous, or spoiled food and water pure and safe to consume. Affects either 6 quarts of drink, one ration (iron or standard), or unpreserved food sufficient for 12 humans. May only be attempted once per item.

► **Rally (RA):** Counters magical fear effects. May be used once per turn.

► **Turn undead (TU):** Affects undead of up to one HD greater than the acolyte's level. Penalised based on the type of undead targeted (–5% per HD). If the roll succeeds, 2d6 HD of undead are forced to leave the area, if possible. They will not harm or make contact with the acolyte. May be used once per turn.

Combat

Acolytes can use any armour. Strict holy doctrine prevents acolytes' 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

Acolytes cannot memorize spells, but can cast clerical spells from scrolls. See ***Magic*** in ***Old-School Essentials*** for full details on divine magic.

Holy symbol: An acolyte must carry a holy symbol (see ***Old-School Essentials***).

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

Magical research: An acolyte of any level may spend time and money on magical research. This allows them to research miscellaneous magical effects (see ***Other Magical Research*** in ***Old-School Essentials***). From 9th level, an acolyte may also create magic items.

Using magic items: Acolytes can use magic scrolls of spells on the cleric spell list (see ***Old-School Essentials***). They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Healing

From 2nd level, an acolyte has the power to heal by touch. This may be used once per day per level of the acolyte and either cures 1d3hp or allows another save vs a negative effect (e.g. a curse or poison).

After Reaching 9th Level

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

Acolyte Level Progression

Level	XP	HD	THAC0	Saving Throws D	W	P	B	S
1	0	1d6	19 [0]	11	12	14	16	15
2	1,500	2d6	19 [0]	11	12	14	16	15
3	3,000	3d6	19 [0]	11	12	14	16	15
4	6,000	4d6	19 [0]	11	12	14	16	15
5	12,000	5d6	17 [+2]	9	10	12	14	12
6	25,000	6d6	17 [+2]	9	10	12	14	12
7	50,000	7d6	17 [+2]	9	10	12	14	12
8	100,000	8d6	17 [+2]	9	10	12	14	12
9	200,000	9d6	14 [+5]	6	7	9	11	9
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7

THAC0: Attack matrix row to use. (Ascending AC attack bonus in [].)
***:** Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify; **B:** Breath attacks; **S:** Spells / rods / staves.

Followers

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

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for detect magic on the player's behalf, as the acolyte does not always know whether the object being scanned is magical or not.

Acolyte Skills Chance of Success

Level	BL	DM	KA	PU	RA	TU
1	10	30	20	20	25	50
2	35	50	35	23	55	55
3	40	55	40	25	60	60
4	45	60	45	26	65	65
5	50	65	50	35	70	70
6	55	70	55	45	75	75
7	60	75	60	55	80	80
8	65	80	65	65	83	85
9	70	85	70	70	86	90
10	71	90	75	75	90	95
11	72	95	80	80	92	100
12	73	97	85	85	95	105
13	74	98	90	90	98	110
14	75	99	95	95	99	115