

# OLD SCHOOL RULES



EXORCIST

# The Exorcist

The Exorcist is a warrior dedicated to combating supernatural evil. As such, the Exorcist has an immunity to baleful magic which increases as he gains in level.

In advanced and original systems, the Exorcist is a sub-class of the fighter.

**Requirements:** Strength 12+ Wisdom 13+, Alignment must be Good

**Races Allowed:** Dwarf, Human, Half-Elves, Half-Orcs

**Prime Requisites:** Strength and Wisdom

**Weapons Allowed:** Any

**Armor Allowed/Shields Allowed:** Any/None

**To Hit/Saves:** Fighter/Fighter

## Class Abilities:

The Exorcist turns undead and other supernatural evil as a good cleric does.

An Exorcist has an immunity to harmful magic, beginning at 20% and increasing by 5% for every level they have (so 25% at 1<sup>st</sup>). This works like magic resistance for monsters, adjusted by level.

The Exorcist can detect supernatural evil (up to 50') by concentrating. This is similar to the *detect evil* spell, except it only detects supernatural evil.

The anti-magic aura of an exorcist turns any weapon he wields into a special weapon for purposes of striking monsters. This begins with weapons being treated as a silver weapon, but increases to being a +1 weapon at 3<sup>rd</sup> level, +2 at 8<sup>th</sup> level, +3 at 13<sup>th</sup> level, +4 at 18<sup>th</sup> level, and finally +5 at 23<sup>rd</sup> level.

**Note:** this does not give a to hit or damage bonus of any kind, it simply lets the exorcist damage creatures only hurt by silver or magical weapons.

At 2<sup>nd</sup> level, the exorcist gains *Drain Immunity*, making him immune to the effects of level draining.

At 4<sup>th</sup> level, the Exorcist picks a form of supernatural evil as a chosen foe: undead, demons, devils, necromancers (but not magic-users in general), etc. Against such, he gains a +1 per level damage bonus, up to the maximum for his weapon (i.e., wielding a long sword would do a maximum of 8 extra damage against medium foes). He picks another foe at 15<sup>th</sup> level and a third at 25<sup>th</sup> level.

At 5<sup>th</sup> level, the exorcist learns to perform the *exorcism* ritual, essentially the same as the cleric spell of the same name. This may be performed once per day for every 5 levels that the Exorcist has (so 1 a day at 5<sup>th</sup> level, 2 a day at 10<sup>th</sup>, 3 a day at 15<sup>th</sup>, etc.)

At 9<sup>th</sup> level, the exorcist can see the true nature of creatures, no matter their form. This is similar to the *True Seeing* spell, only it simply reveals the true form of a creature, whether changed by polymorph, illusion, a curse, or something similar, including detecting a vampire that has just eaten (and thus would otherwise look human).

The Exorcist gains no special followers for building a stronghold, but attracts 3-9 (2d4+1) followers at 9<sup>th</sup> level.

d100 Follower Type	
01-50	Human*
51-90	Demi-Human
91-00	Special

d100 Human Class	Level
01-30	Cleric
31-50	Exorcist
51-80	Fighter
81-95	Magic-User
96-00	Sage

d100 Demi-Human	Level
01-10	Dwarf Cleric/Exorcist
11-30	Dwarf Fighter
31-50	Elf Fighter/Magic-User
51-60	Elf Fighter/Magic-User/Thief
61-80	Half-Elf Cleric/Fighter/Magic User
81-90	Half-Elf Cleric/Exorcist
91-00	Half-Orc Cleric/Exorcist

d100 Special	Number of
01-20	Blink Dogs
21-40	Jann
41-60	Selkie
61-80	Slyph
81-00	Werebear

\* 10% chance of being a Dhampir

**The First Edition Exorcist Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Magic Resistance	Special
1st	0	1d10	Jurist	25%	Silver Weapon
2nd	2,250	2d10	Adjudicator	30%	Drain Immunity
3rd	4,500	3d10	Auditor	35%	+1 Weapon
4th	10,000	4d10	Arbiter	40%	Chosen Foe
5th	20,000	5d10	Magistrate	45%	<i>Exorcism</i>
6th	40,000	6d10	Justice	50%	
7th	90,000	7d10	Jurisconsult	55%	
8th	150,000	8d10	Judge	60%	+2 Weapon
9th	225,000	9d10	Exorcist	65%	<i>True Seeing</i>
10th	325,000	+3hp	Exorcist	70%	
11th	650,000	+3hp	Exorcist	75%	
12th	975,000	+3hp	Exorcist	80%	
13th	1,300,000	+3hp	Exorcist	85%	+3 Weapon
14th	1,625,000	+3hp	Exorcist	90%	
15th	1,950,000	+3hp	Exorcist	95%	Chosen Foe
16th	2,275,000	+3hp	Exorcist	100%	
17th	2,600,000	+3hp	Exorcist	100%	
18th	2,925,000	+3hp	Exemplar	100%	+4 Weapon
19th	3,250,000	+3hp	Exemplar	100%	
20th	3,575,000	+3hp	Exemplar	100%	
21st	3,900,000	+3hp	Exemplar	100%	
22nd	4,225,000	+3hp	Exemplar	100%	
23rd	4,550,000	+3hp	Exemplar	100%	+5 Weapon
24th	4,875,000	+3hp	Exemplar	100%	
25th	5,200,000	+3hp	Saint	100%	Chosen Foe

**Weapon Proficiencies:** 3 at first level, 1 additional every 3 levels. -2 non-proficient penalty.

**Non Weapons Proficiencies:** 3 at first level, 1 additional every 3 levels

**Attacks Per Melee Round:** 1<sup>st</sup> - 7<sup>th</sup> Level: 1/1, 8<sup>th</sup> - 14<sup>th</sup> Level: 3/2, 15<sup>th</sup> Level and up: 2/1

**Starting Money:** 60-180 gp (60+(2d6x10))

**Level Limits (if you use them):** As Fighter. All demi-human races may multi-class as Cleric/Exorcists

**Note:** As a Fighter sub-class, the Exorcist may gain exceptional strength and increased hit points due to constitution over 16. They may also specialize in weapons as per fighters, only they *may* specialize in two-handed swords.

**The Original Edition Exorcist Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Magic Resistance	Special
1st	0	1d8	Jurist	25%	Silver Weapon
2nd	2,500	2d8	Adjudicator	30%	Drain Immunity
3rd	5,000	3d8	Auditor	35%	+1 Weapon
4th	12,000	4d8	Arbiter	40%	Chosen Foe
5th	25,000	5d8	Magistrate	45%	<i>Exorcism</i>
6th	50,000	6d8	Justice	50%	
7th	100,000	7d8	Jurisconsult	55%	
8th	175,000	8d8	Judge	60%	+2 Weapon
9th	275,000	9d8	Exorcist	65%	<i>True Seeing</i>
10th	400,000	+2hp	Exorcist	70%	
11th	550,000	+2hp	Exorcist	75%	
12th	700,000	+2hp	Exorcist	80%	
13th	850,000	+2hp	Exorcist	85%	+3 Weapon
14th	1,000,000	+2hp	Exorcist	90%	
15th	1,150,000	+2hp	Exorcist	95%	Chosen Foe
16th	1,300,000	+2hp	Exorcist	100%	
17th	1,450,000	+2hp	Exorcist	100%	
18th	1,600,000	+2hp	Exemplar	100%	+4 Weapon
19th	1,750,000	+2hp	Exemplar	100%	
20th	1,900,000	+2hp	Exemplar	100%	
21st	2,050,000	+2hp	Exemplar	100%	
22nd	2,200,000	+2hp	Exemplar	100%	
23rd	2,350,000	+2hp	Exemplar	100%	+5 Weapon
24th	2,500,000	+2hp	Exemplar	100%	
25th	2,650,000	+2hp	Saint	100%	Chosen Foe

**Note:** If using the 0E retro-clone that uses a single saving throw, it starts at 14 at 1<sup>st</sup> level and decreases by 1 until reaching 3.

As a Fighter sub-class, may gain exceptional strength.

**The Basic and Expert Edition Exorcist Advancement Table**

Level	Experience Points Required	Hit Dice	Title	Magic Resistance	Special
1st	0	1d8	Jurist	25%	Silver Weapon
2nd	2,250	2d8	Adjudicator	30%	Drain Immunity
3rd	4,500	3d8	Auditor	35%	+1 Weapon
4th	10,000	4d8	Arbiter	40%	Chosen Foe
5th	20,000	5d8	Magistrate	45%	<i>Exorcism</i>
6th	40,000	6d8	Justice	50%	+2 Weapon
7th	80,000	7d8	Jurisconsult	55%	
8th	150,000	8d8	Judge	60%	
9th	250,000	9d8	Exorcist	65%	<i>True Seeing</i>
10th	400,000	+2hp	Exorcist	70%	+3 Weapon
11th	600,000	+2hp	Exorcist	75%	
12th	800,000	+2hp	Exorcist	80%	Chosen Foe
13th	1,000,000	+2hp	Exorcist	85%	
14th	1,200,000	+2hp	Exemplar	90%	+4 Weapon
15th	1,400,000	+2hp	Exemplar	95%	
16th	1,600,000	+2hp	Exemplar	100%	
17th	1,800,000	+2hp	Exemplar	100%	
18th	2,000,000	+2hp	Exemplar	100%	+5 Weapon
19th	2,200,000	+2hp	Exemplar	100%	
20th	2,400,000	+2hp	Saint	100%	Chosen Foe

## Using with the Cyclopedic Edition:

Becoming an Exorcist is an option for Lawful Fighters who reach 9<sup>th</sup> level. They gain all the powers up to and including 9<sup>th</sup> level. The followers should be converted to Cyclopedic form – Elf instead of Elf Fighter/Magic-User, etc..

## Notes:

The Exorcist is largely inspired by a class of the same name in a MMORPG I used to play, as well as the works of Manly Wade Wellman, who wrote many stories based on the idea that people who have faced supernatural evil gain a resistance to it.

Beyond that, I think to a certain extent, a class like this should exist in the typical fantasy world. Magic is common, so there needs to exist people who are immune to that magic to keep magic-users in check.

In original edition, this was actually the paladin, who armed with a holy sword, was essentially immune to harmful magic.

Similarly, given the power and ease of creation of undead, something has to exist to keep it in check. Clerics go a long way, but not enough. Enter the Exorcist (cue *Tubular Bells*).

It has been play-tested to 7<sup>th</sup> level. For the most part, it plays a lot like a fighter. The lack of shield hurts their armor class but they hit pretty hard. (If one does use a shield, they don't explode or anything, they just gain no AC bonus from it).

And note that the detect evil only works against supernatural evil. It will detect a vampire or necromancer, but not a murderer. There's also no code of honor or anything, just being good.

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