OLD SCHOOL RULES

DERVISH

The Dervish

The dervish is a sub-class of the cleric and is sometimes known as the battle dancer, blade dancer, or just dancer. While still a religious warrior, the dervish shuns the heavy armor of the cleric, and generally uses a large bladed weapon, such as a sword, spear, or even naginata.

Dervishes typically serve mystery religions where insight is gained through ecstatic dance; gods and goddesses of ecstasy, such as Dionysus or Cybele; or dual aspect deities of love and war, such as Ishtar, Inanna, or Freya.

Level limits as Cleric. Half-Orcs may multi-class as Dervish/Assassins, and Half-Elves as Dervish/Rangers.

Requirements: Wisdom 12+, Dexterity 13+

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

Prime Requisite: Wisdom

Weapons Allowed: Bow (long), Glaive, Halberd, Naginata, Ranseur, Scimitar, Spear, Spetum, Staff, Sword (bastard, falchion, long, two-handed)

Armor Allowed/Shields Allowed: None/Buckler

To Hit/Saves: Cleric/Cleric

Class Abilities:

Dervishes spin, dance, and twirl like, well, a dervish, and thus have an increasingly improved unarmored armor class as they increase in level, similar to a monk's.

(Rings of Protection provide bonuses to this AC, but Cloaks of Protection do not, nor do Bracers)

Dervishes turn undead, but at two levels lower than a cleric.

Dervishes cast clerical spells, but casting requires dancing, thus all spells have a somatic component.

Sixth level clerical spells require both a 17 wisdom and 17 dexterity, while seventh level clerical spells requires both 18 wisdom and 18 dexterity

Similarly, while Dervishes gain bonus spells due to their wisdom, they also only get those bonus spells if their dexterity is that same level

If using the weapon specialization rules, the Dervish may specialize in a weapon at 4th level, and double specialize at 8th level (to hit/damage bonus only).

Optionally, Dervishes do not need to prepare their spells beforehand, but have a set of dances (spells) that they know which they can cast any time, up to their normal limits of spells per spell level per day

This number is 1.5 times the spells they may cast per day, round up.

1 Spell Per Day = 2 Spells Known
2 Spells Per Day = 4 Spells Known
3 Spells Per Day = 5 Spells Known
4 Spells Per Day = 6 Spells Known
5 Spells Per Day = 8 Spells Known
6 Spells Per Day = 9 Spells Known
7 Spells Per Day = 11 Spells Known
8 Spells Per Day = 12 Spells Known

The First Edition Dervish Class Advancement Table

Level	Experience Points Required	Hit Dice	Armor Class	Title	Spells Per Day 1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d8	7	Swayer	1	-	-	-	-	-	-
2nd	1,750	2d8	6	Spinner	2	-	-	-	-	-	-
3rd	3,500	3d8	5	Wiggler	2	1	-	-	-	-	-
4th	7,000	4d8	4	Twirler	3	2	-	-	-	-	-
5th	15,000	5d8	3	Glider	3	2	1	-	-	-	-
6th	30,000	6d8	3	Shaker	3	2	2	-	-	-	-
7th	60,000	7d8	2	Dancer	3	3	2	1	-	-	-
8th	125,000	8d8	2	Dancer	3	3	2	2	-	-	-
9th	250,000	9d8	1	Dervish	4	4	3	2	1	-	-
10th	500,000	+2hp	1	Dervish	4	4	3	2	2	-	-
11th	750,000	+2hp	0	Dervish	5	4	3	3	2	1	-
12th	1,000,000	+2hp	0	Dervish	5	4	4	3	2	2	-
13th	1,250,000	+2hp	0	Dervish	5	5	4	3	2	2	-
14th	1,500,000	+2hp	-1	Dervish	5	5	4	4	3	2	-
15th	1,750,000	+2hp	-1	Dervish	6	5	4	4	4	2	-
16th	2,000,000	+2hp	-1	Prima Donna	6	5	5	4	4	3	1
17th	2,250,000	+2hp	-2	Prima Donna	6	5	5	5	4	3	1
18th	2,500,000	+2hp	-2	Prima Donna	6	6	5	5	5	3	1
19th	2,750,000	+2hp	-2	Prima Donna	6	6	6	5	5	4	2
20th	3,000,000	+2hp	-3	Prima Donna	6	6	6	6	5	4	2
21st	3,250,000	+2hp	-3	Prima Donna	6	6	6	6	6	5	2
22nd	3,500,000	+2hp	-3	Prima Donna	6	6	6	6	6	5	3
23rd	3,750,000	+2hp	-4	Prima Donna	6	6	6	6	6	6	3
24th	4,000,000	+2hp	-4	Prima Donna	7	6	6	6	6	6	3
25th	4,250,000	+2hp	-4	Prima Donna	7	6	6	6	6	6	4
26th	4,500,000	+2hp	-5	Prima Donna	7	7	6	6	6	6	4
27th	4,750,000	+2hp	-5	Prima Donna	7	7	7	6	6	6	5
28th	5,000,000	+2hp	-5	Prima Donna	7	7	7	7	6	6	5
29th	5,250,000	+2hp	-6	Madonna	7	7	7	7	7	6	6

Weapon Proficiencies: 3 at first level, 1 additional every 4 levels, -3 Non-proficiency penalty

Non Weapons Proficiencies: 3 at first level, 1 additional every 4 levels

Starting Money: 20-80 gp (2d4x10)

Followers: At 9th level, the Dervish may build a temple and receiver followers as per a Cleric, except using scimitars in place of swords and axes where applicable.

The Original Edition Dervish Class Advancement Table

Level	Experience Points Required	Hit Dice	Armor Class	Title	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d6	6	Swayer	-	-	-	-	-	-	-
2nd	1,750	2d6	5	Spinner	1	-	-	-	-	-	-
3rd	3,500	3d6	4	Wiggler	2	-	-	-	-	-	-
4th	7,000	4d6	3	Twirler	2	1	-	-	-	-	-
5th	15,000	5d6	3	Glider	2	2	-	-	-	-	-
6th	30,000	6d6	2	Shaker	2	2	1	1	-	-	-
7th	60,000	7d6	2	Dancer	2	2	2	1	1	-	-
8th	125,000	8d6	1	Dancer	2	2	2	2	2	-	-
9th	200,000	9d6	1	Dervish	3	3	3	2	2	-	-
10th	275,000	+1hp	0	Dervish	3	3	3	2	2	-	-
11th	350,000	+2hp	0	Dervish	4	4	3	3	3	-	-
12th	425,000	+3hp	-1	Prima Donna	4	4	4	3	3	1	-
13th	500,000	+4hp	-1	Prima Donna	5	5	4	3	3	1	-
14th	575,000	+5hp	-2	Prima Donna	5	5	4	4	3	2	-
15th	650,000	+1hp	-2	Prima Donna	5	5	4	4	4	2	-
16th	725,000	+1hp	-3	Prima Donna	5	5	5	4	4	3	-
17th	800,000	+1hp	-3	Prima Donna	6	5	5	5	4	3	1
18th	875,000	+1hp	-4	Prima Donna	6	6	5	5	5	3	1
19th	950,000	+1hp	-4	Prima Donna	6	6	6	5	5	4	2
20th	1,025,000	+1hp	-5	Madonna	6	6	6	6	6	4	2

Notes:

The Dervish gains the benefit of improved dexterity over 14 as a Fighter does.

If using the retro-clone that uses only a single saving throw, it starts at 14 and decreases by 1 every level until it reaches 4.

The B/X Edition Dervish Class Advancement Table

Level	Experience Points Required	Hit Dice	Armor Class	Title	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d6	7	Swayer	-	-	-	-	-	-	-
2nd	1,750	2d6	6	Spinner	1	-	-	-	-	-	-
3rd	3,500	3d6	5	Wiggler	2	-	-	-	-	-	-
4th	7,000	4d6	4	Twirler	2	1	-	-	-	-	-
5th	15,000	5d6	3	Glider	2	2	-	-	-	-	-
6th	30,000	6d6	3	Shaker	2	2	1	1	-	-	-
7th	60,000	7d6	2	Dancer	2	2	2	1	1	-	-
8th	125,000	8d6	1	Dancer	2	2	2	2	2	-	-
9th	250,000	9d6	1	Dervish	3	3	3	2	2	-	-
10th	375,000	9d6+1hp	0	Dervish	3	3	3	2	2	-	-
11th	500,000	9d6+2hp	0	Dervish	4	4	3	3	3	1	-
12th	625,000	9d6+3hp	0	Prima Donna	4	4	4	3	3	1	-
13th	650,000	9d6+4hp	0	Prima Donna	5	5	4	3	3	1	-
14th	775,000	9d6+5hp	-1	Prima Donna	5	5	4	4	3	2	-
15th	900,000	9d6+6hp	-1	Prima Donna	5	5	4	4	4	2	1
16th	1,025,000	9d6+7hp	-1	Prima Donna	5	5	5	4	4	3	1
17th	1,150,000	9d6+8hp	-2	Prima Donna	6	5	5	5	4	3	1
18th	1,275,000	9d6+9hp	-2	Prima Donna	6	6	5	5	5	3	1
19th	1,400,000	9d6+10hp	-2	Prima Donna	6	6	6	5	5	4	2
20th	1,525,000	9d6+11hp	-3	Madonna	6	6	6	6	6	4	2

Note: Spell progression follows the original game, if using the most popular retroclone of it, you may wish to postpone the start of 5th level spells until level 9, as well as have 3rd level spells start at level 5 and 4th level at level 7.

The Cyclopedia Edition Dervish Class Advancement Table

Level	Experience Points Required	Hit Dice	Armor Class	Title	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1d6	7	Swayer	-	-	-	-	-	-	-
2nd	1,750	2d6	6	Spinner	1	-	-	-	-	-	-
3rd	3,500	3d6	5	Wiggler	2	-	-	-	-	-	-
4th	7,000	4d6	4	Twirler	2	1	-	-	-	-	-
5th	15,000	5d6	3	Glider	2	2	-	-	-	-	-
6th	30,000	6d6	3	Shaker	2	2	1	-	-	-	-
7th	60,000	7d6	2	Dancer	2	2	2	-	-	-	-
8th	125,000	8d6	2	Dancer	2	2	2	1	-	-	-
9th	250,000	9d6	1	Dervish	3	3	2	2	-	-	-
10th	375,000	+1hp	1	Dervish	3	3	3	2	1	-	-
11th	500,000	+1hp	0	Dervish	4	4	3	2	2	-	-
12th	625,000	+1hp	0	Dervish	4	4	3	3	2	1	-
13th	650,000	+1hp	0	Dervish	4	4	4	3	2	2	-
14th	775,000	+1hp	-1	Dervish	5	5	4	3	2	2	-
15th	900,000	+1hp	-1	Dervish	5	5	4	3	2	2	-
16th	1,025,000	+1hp	-1	Prima Donna	5	5	5	3	3	3	-
17th	1,150,000	+1hp	-2	Prima Donna	6	5	5	4	3	3	1
18th	1,275,000	+1hp	-2	Prima Donna	6	6	5	4	3	3	2
19th	1,400,000	+1hp	-2	Prima Donna	6	6	5	4	3	3	2
20th	1,525,000	+1hp	-3	Prima Donna	7	6	5	4	4	4	2
21st	1,650,000	+1hp	-3	Prima Donna	7	6	5	4	4	4	3
22nd	1,775,000	+1hp	-3	Prima Donna	7	6	5	5	4	4	3
23rd	1,900,000	+1hp	-4	Prima Donna	7	6	5	5	4	4	3
24th	2,025,000	+1hp	-4	Prima Donna	7	7	6	6	4	4	3
25th	2,150,000	+1hp	-4	Prima Donna	8	7	6	6	5	5	4
26th	2,275,000	+1hp	-5	Prima Donna	8	7	6	6	5	5	4
27th	2,400,000	+1hp	-5	Prima Donna	8	7	7	6	5	5	5
28th	2,525,000	+1hp	-5	Prima Donna	8	8	7	6	6	6	5
29th	2,650,000	+1hp	-6	Prima Donna	8	8	7	7	7	6	5
30th	2,775,000	+1hp	-6	Prima Donna	8	8	7	7	7	6	6
31st	2,900,000	+1hp	-7	Prima Donna	8	8	8	7	7	6	6
32nd	3,025,000	+1hp	-7	Prima Donna	8	8	8	8	8	7	6
33rd	3,150,000	+1hp	-8	Prima Donna	8	8	8	8	8	7	6
34th	3,275,000	+1hp	-8	Prima Donna	8	8	8	8	8	7	7
35th	3,400,000	+1hp	-9	Prima Donna	8	8	8	8	8	8	8
36th	3,525,000	+1hp	-9	Madonna	8	8	8	8	8	8	8

For purposes of Immortality and Domains, treat the Dervish as a Cleric

Notes:

I have used this to replace the standard cleric in a few 1e games, and have playtested it at low, mid, and 10th levels. It's not a dramatic difference, but feels a bit different, especially if you use the optional rules where they don't have to memorize spells ahead of time.

Originally it had no turn undead ability at all, but that proved to be a problem.

I've tried to get spell progressions correct for other editions beside 1st, but both 0e and B/X have very bizarre spell progressions for the cleric, with them getting both 3rd and 4th level spells at level 6.

I was somewhat chagrined to come across a similar class in a clone of BECM, but I had been using this for a while before that.

I also use a house rule where if someone uses a spear or light polearm (like the naginata) with two hands, they may opt to use dexterity for their attack to hit bonus (as per missile) instead of strength. It gives characters a reason to use a spear, and fits in with the Shaw Brothers martial arts films I watch.

Credits:

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