

### Chance of Turning Undead

Undead HD	Level of Priest										
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21+
1-2	1-10	1-13	1-15	1-17	T	T	T	T	T	T	T
3-4	1-7	1-10	1-13	1-15	1-17	T	T	T	T	T	T
5-6	1-5	1-7	1-10	1-13	1-15	1-17	T	T	T	T	T
7-8	1-3	1-5	1-7	1-10	1-13	1-15	1-17	T	T	T	T
9-10	1-1	1-3	1-5	1-7	1-10	1-13	1-15	1-17	T	T	T
11-12	--	1-1	1-3	1-5	1-7	1-10	1-13	1-15	1-17	T	T
13-14	--	--	1-1	1-3	1-5	1-7	1-10	1-13	1-15	1-17	T
15-16	--	--	--	1-1	1-3	1-5	1-7	1-10	1-13	1-15	1-17
17-18	--	--	--	--	1-1	1-3	1-5	1-7	1-10	1-13	1-15
19-20	--	--	--	--	--	1-1	1-3	1-5	1-7	1-10	1-13
21+	--	--	--	--	--	--	1-1	1-3	1-5	1-7	1-10

### Amount Affected

Undead HD	Level of Priest										
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21+
1-2	1-8	1-10	2-12	2-16	3-18	2-20	3-24	3-30	3-36	4-40	4-48
3-4	1-6	1-8	1-10	2-12	2-16	3-18	2-20	3-24	3-30	3-36	4-40
5-6	1-4	1-6	1-8	1-10	2-12	2-16	3-18	2-20	3-24	3-30	3-36
7-8	1-2	1-4	1-6	1-8	1-10	2-12	2-16	3-18	2-20	3-24	3-30
9-10	1-1	1-2	1-4	1-6	1-8	1-10	2-12	2-16	3-18	2-20	3-24
11-12	--	1-1	1-2	1-4	1-6	1-8	1-10	2-12	2-16	3-18	2-20
13-14	--	--	1-1	1-2	1-4	1-6	1-8	1-10	2-12	2-16	3-18
15-16	--	--	--	1-1	1-2	1-4	1-6	1-8	1-10	2-12	2-16
17-18	--	--	--	--	1-1	1-2	1-4	1-6	1-8	1-10	2-12
19-20	--	--	--	--	--	1-1	1-2	1-4	1-6	1-8	1-10
21+	--	--	--	--	--	--	1-1	1-2	1-4	1-6	1-8

### Type of Affliction

Undead HD	Level of Priest										
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21+
1-2	Halted	Halted	Halted	Halted	Turned	Turned	Turned	Turned	Turned	Turned	Turned
3-4	Slowed	Halted	Halted	Halted	Halted	Turned	Turned	Turned	Turned	Turned	Turned
5-6	Slowed	Slowed	Halted	Halted	Halted	Halted	Turned	Turned	Turned	Turned	Turned
7-8	Slowed	Slowed	Slowed	Halted	Halted	Halted	Halted	Turned	Turned	Turned	Turned
9-10	Slowed	Slowed	Slowed	Slowed	Halted	Halted	Halted	Halted	Turned	Turned	Turned
11-12	--	Slowed	Slowed	Slowed	Slowed	Halted	Halted	Halted	Halted	Turned	Turned
13-14	--	--	Slowed	Slowed	Slowed	Slowed	Halted	Halted	Halted	Halted	Turned
15-16	--	--	--	Slowed	Slowed	Slowed	Slowed	Halted	Halted	Halted	Halted
17-18	--	--	--	--	Slowed	Slowed	Slowed	Slowed	Halted	Halted	Halted
19-20	--	--	--	--	--	Slowed	Slowed	Slowed	Slowed	Halted	Halted
21+	--	--	--	--	--	--	Slowed	Slowed	Slowed	Slowed	Halted

Damage Dealt											
Undead HD	Level of Priest										
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21+
1-2	1d8	1d10	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6	10d6
3-4	1d6	1d8	1d10	2d6	3d6	4d6	5d6	6d6	7d6	8d6	9d6
5-6	1d4	1d6	1d8	1d10	2d6	3d6	4d6	5d6	6d6	7d6	8d6
7-8	1-2	1d4	1d6	1d8	1d10	2d6	3d6	4d6	5d6	6d6	7d6
9-10	1	1-2	1d4	1d6	1d8	1d10	2d6	3d6	4d6	5d6	6d6
11-12	--	1	1-2	1d4	1d6	1d8	1d10	2d6	3d6	4d6	5d6
13-14	--	--	1	1-2	1d4	1d6	1d8	1d10	2d6	3d6	4d6
15-16	--	--	--	1	1-2	1d4	1d6	1d8	1d10	2d6	3d6
17-18	--	--	--	--	1	1-2	1d4	1d6	1d8	1d10	2d6
19-20	--	--	--	--	--	1	1-2	1d4	1d6	1d8	1d10
21+		--	--	--	--	--	1	1-2	1d4	1d6	1d8

- *Turning Outsiders are considered 4 HD higher than their actual HD*
- *Turning Evil are considered 8 HD higher than their actual HD*
- *Paladins turn 4 levels lower than priests*