

# Turning Undead

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Turning Undead is a powerful ability that harnesses divine energy to affect nearby undead creatures. You can use it to either **drive them away in fear** or, for the strong of faith, **utterly destroy them**.

## How does it work?

Imagine a **radiant aura** spreading out from you within a **30-foot radius**. All undead creatures within this area are affected.

You **call upon your deity's power**, making a **Wisdom check** against a difficulty based on the undead's strength. You do this for each undead creature in

range. Think of it as a duel of wills using your faith!

**Difficulty:** The difficulty number is **10 + the undead creature's hit dice**. The tougher the undead, the harder it is to overpower them.

## Outcomes

**Destroyed (Wisdom check exceeds difficulty by 5 or more):** Boom! The undead explode in holy light, utterly obliterated.

**Turned (Wisdom check succeeds):** The undead are overcome with fear and flee from you in the fastest way possible. They won't attack you or approach within 30 feet, cowering if escape is impossible.

**Bound by Orders (Wisdom check succeeds):** If the undead is controlled by someone else (like a necromancer), they simply retreat out of your way, allowing you and your companions to pass or act freely.

**Free-willed (Wisdom check succeeds):** These independent undead still flee your presence, but not as desperately. They keep their distance (at least 10 feet) as long as you maintain your focus (no further checks needed).

## Remember

- Turning Undead requires an **action** on your turn.
- You can only affect creatures within a **30-foot radius**.
- The effect lasts for **1 minute or until the undead take any damage**.
- This ability is primarily used by clerics and paladins, channeling their deities' power.