

A plethora of paladins

Alignment is everything to these seven NPCs

by Christopher Wood

Editor's introduction

This article was received and accepted prior to the publication of the *Unearthed Arcana* volume, in which paladins were made a subclass of the cavalier. Thus, the article presents these variant paladin "subclasses" as subclasses of the fighter. Of course, these classes may be treated as separate from true paladins, since the article makes "paladin" a generic term for any holy warrior who promotes the causes of his or her alignment.

Anti-paladins were dealt with in the article, "The Anti-Paladin," reprinted from *DRAGON*® issue #39 in the Best of *DRAGON* Magazine, Volume 2. Use of these classes as player characters is not recommended, as they have not been playtested for balance and tend to duplicate powers from existing classes.

Through breaks in the dense foliage overhead, Aan could see the moon, full and imposing, burned deep orange by the falling sun.

Night covered him as he rode through the forest, and he shivered at the realization that darkness was the element of his enemy.

Aan felt his bold mount beneath him. The warhorse had served him well in his years of service to the church, hard years of the service that only a paladin can give. He rode now in that service, toward the stronghold of Gulgazh the shadowed, the chaotic, the anti-paladin. Swords would be bloodied before the sun rose again. . . .

The struggle is as ancient as life itself. The two vastly diverging alignments, lawful good and chaotic evil, represent the truest of convictions. They are the extremes.

But extremes are always facets of a greater whole, and without the middle, the extremes represent nothing. Paladins and anti-paladins such as Aan and Gulgazh are the extremes of a spectrum of holy fighters. Until now, there was no greater whole.

This article offers the concept of the whole. Paladins — holy fight-

Character Classes Table I: Hit dice, spell ability, and class level limit

Class of character (alignment)	Hit dice type	Maximum hit dice	Spell ability	Class level limit
Myrikhan (NG)	d6 + 3	9	yes (6)	none
Garath (CG)	d8	9	yes (8)	none
Lyan (LN)	d12	15	yes (3)	none
Paramander (N)	d8 + 1	9	yes (8)	none
Fantra (CN)	d10	10	yes (1)	none
Illrigger (LE)	d10	11	yes (5)	none
Arrikhan (NE)	d8 + 1	9	yes (7)	none

Note: The number in parentheses under "spell ability" shows the level at which spell ability is gained.

Character Classes Table II: Armor and weapons permitted

Class of character	Armor	Shield	Weapons	Oil	Poison
Myrikhan	C	any	any	yes	never
Garath	any	any	any	yes	never
Lyan	any	any	any	yes	never
Paramander	any	any	any	yes	never
Fantra	C	wooden	any	yes	never
Illrigger	any	any	any	yes	yes
Arrikhan	any	any	any	yes	yes

Note: An entry of C under "armor" indicates that the class may use any armor up to the quality of chainmail, but will use nothing heavier or bulkier.

Character Classes Table III: Character ability limits

Character class	STR	INT	WIS	DEX	CON	CHA
Myrikhan	8/18(00)	12/pr	13/pr	9/18	8/18	10/18
Garath	9/18(00)	10/18	12/pr	8/18	8/18	13/pr
Lyan	12/pr	7/16	12/pr	9/16	12/pr	7/16
Paramander	10/18(00)	14/pr	10/16	9/18	8/18	8/18
Fantra	11/18(00)	9/18	13/pr	10/18	11/18	9/18
Illrigger	9/18(00)	13/pr	12/pr	9/18	10/18	7/18
Arrikhan	10/18(00)	9/18	13/pr	9/18	10/18	6/15

Note: Ability minimums are to the left of the slash, and maximums are to the right. An entry of "pr" indicates that the score is a prime requisite with a maximum that can be higher than 18.

ers — can be of any alignment. Players cannot use paladins other than the lawful good ones, but NPCs may be encountered who are of every other sort.

Seven new NPC character classes follow: the Myrikhan, the Garath, the Lyan, the Paramander, the Fantra, the Illrigger, and the Arrikhan. All are holy fighters of deep alignment convictions and should be played as such. Alignments, the entire basis of these paladin classes, must be played to the hilt. Punishment for deviations should be severe.

A distinction must be made here. Like the word "level" in the AD&D® game, "paladin" now takes on more than one meaning. The first denotes the lawful good human player character as described in the rules; the second denotes a holy fighter of any alignment (including those characters who might be called anti-paladins). All paladins (second meaning) are fighter subclasses and use the attack and saving-throw matrices for fighters. These paladin types are also exclusively human.

Weapon proficiency table

Character class	Initial number of weapons	Non-proficiency penalty	Added proficiency in weapons/level
Myrikhan	2*	-3	1/4 levels
Garath	5	-1	1/2 levels
Lyan	4	-2	1/3 levels
Paramander	2	-3	1/3 levels
Fantra	3	-2	1/3 levels
Illrigger	3	-2	1/2 levels
Arrikhan	2	-3	1/2 levels

* — One of the myrikhan's initial weapons is a "favorite weapon" (see the text for details).

Attacks per melee round table

Character class	Levels for attacks per round of:				
	1/1	3/2	2/1	5/2	3/1
Myrikhan	1-6	7-12	13 & up	—	—
Garath	1-6	7-12	13 & up	—	—
Lyan	1-7	8-14	13 & up	—	—
Paramander	1-5	6-10	11-15	16-20	21 & up
Fantra	1-7	8-14	15-21	22 & up	—
Illrigger	1-6	7-12	13 & up	—	—
Arrikhan	1-7	8-14	15 & up	—	—

THE MYRIKHAN

The neutral good myrikhan, whose name in the original Creation Argots means "godservant," is primarily a field agent of a good church, the one on whom quests fall. Myrikhans usually (95%) travel alone, although they sometimes accompany others with a similar goal. They are rarely seen in the company of other myrikhans, and in a group are almost certainly abiding at the church until their next mission. Myrikhans live for good deeds. Should a myrikhan ever commit an evil deed, his church will excommunicate him and he will become forevermore a normal fighter.

Myrikhans favor leather armor and chain vests, sometimes augmenting this protection with great helms or shields. They spend much time outdoors and usually wear furs to protect themselves from cold. Utility is the heart of their wardrobe, a combination of efficiency and minimal encumbrance. Their most common mount is a pony or light warhorse. Their few weapons are usually a favorite and only one or two others.

Wisdom and intelligence are the prime requisites of the myrikhan. A score of 16 or greater in one of these abilities adds 10% to earned experience, and scores of 16 or greater in both abilities add 15%. Myrikhans receive spell bonuses and chances of spell failure according to their wisdom scores as clerics do (see the *Players Handbook*, p. 11, Wisdom Table II: Adjustments for Clerics).

Myrikhans use any magic items usable by fighters or clerics. At

9th level and above, a myrikhan with sufficient funds can build a fortress or church stronghold, thus attracting followers. Because myrikhans are agents of a church, any established base will be an extension of that church — a myrikhan always serves under a high priest. Myrikhan Table III shows the type of followers attracted by the myrikhan.

The special abilities of a myrikhan are:

1. Detection of evil within a 100' radius, revealing only the general direction and requiring unbroken concentration.
2. Saving throw bonuses against evil magic at +1 for each three levels the myrikhan has (+1 at 1st through 3rd level, +2 at 4th through 6th level, etc.). Evil magic includes any spells cast by evil NPCs or monsters, and any effects of magic items that are intrinsically evil or that are used by evil beings.
3. Turning of undead as a cleric of equal level, including creatures of the lower (evil) planes.
4. Spell use at 6th level and above. Myrikhan Table II shows the number and level of such spells.
5. Hit and damage bonuses of +1 per level when fighting larger-than-man-sized giants and humanoids, similar to a ranger's anti-humanoid combat ability.
6. At 4th level, a symbol of power received from the church. A suede collar that ties at the rear and is removed only in emergencies carries the precious metal symbol, unique to the character, that gives the myrikhan *protection from evil* as long as he wears it. The collar and symbol are worth 50-500 gp.
7. A 10% chance per level to identify plants and animals, automatic at 10th level and above.
8. Hit and damage bonuses of +1 for each three levels (+1 at 1st through 3rd level, +2 at 4th through 6th, etc.) with a favorite weapon. At 1st level, the myrikhan designates a certain type of weapon (bastard sword, quarterstaff, morning star, etc.) as a favorite weapon and receives the bonuses for any weapon of that type.

The strictures of a myrikhan are:

1. Forbidden retention of wealth. The church pays personal expenses from a limited fund for each myrikhan. Treasure goes immediately to the church. The myrikhan keeps single items (one sword, one ring, one staff, etc.) and no more.
2. Speaking his deity's name only on consecrated ground, prayers and godcalls notwithstanding. Deviations incur serious punishment and require atonement and meditation.

Myrikhan Table I

Experience points	Experience level	Hit points	Level title
0— 2,500	1	d6 + 3	Godseye
2,501— 5,500	2	2d6 + 6	Godsarm
5,501— 12,000	3	3d6 + 9	Godsheart
12,001— 25,000	4	4d6 + 12	Myrikhan
25,001— 60,000	5	5d6 + 15	Myrikhan
60,001— 130,000	6	6d6 + 18	Myrikhan
130,001— 230,000	7	7d6 + 21	Myrikhan
230,001— 350,000	8	8d6 + 24	Myrikhan
350,001— 700,000	9	9d6 + 27	Myrikhan
700,001— 1,050,000	10	9d6 + 30	Myrikhan
1,050,001— 1,400,000	11	9d6 + 33	Myrikhan

Myrikhans gain one level per 350,000 experience points above 8th level.

Myrikhans gain 3 hit points per level above 9th level.

Myrikhan Table II: Spells usable by experience level

Myrikhan level	Cleric spell level				Druid spell level		
	1	2	3	4	1	2	3
6	1	—	—	—	—	—	—
7	2	—	—	—	—	—	—
8	2	1	—	—	—	—	—
9	2	2	—	—	—	—	—
10	2	2	1	—	—	—	—
11	3	2	1	—	—	—	—

Myrikhan Table II continued

Myrikhan level	Cleric spell level				Druid spell level		
	1	2	3	4	1	2	3
12	3	3	1	—	1	—	—
13	4	3	2	—	2	—	—
14	4	3	2	1	2	1	—
15	5	3	2	1	2	1	—
16	5	4	3	2	3	2	1
17	5	5	3	3	3	2	1
18	5	5	4	4	3	3	2
19*	5	5	5	5	3	3	3

* — Maximum spell-casting ability.

Myrikhans acquire and cast cleric spells and druid spells in the same way that clerics and druids do, by meditation and prayer. Myrikhans can cast all cleric spells but only certain druid spells. The myrikhan druid spell list shows the limited druid spells available to myrikhans. The spells are numbered from 1 to 8, to allow for random die rolls in determining what spells an NPC might possess.

Myrikhan druid spell list

Number	1st level	2nd level	3rd level
1	Detect snares & pits	Barkskin	Call lightning
2	Entangle	Charm person or mammal	Cure disease
3	Faerie fire	Create water	Fire purge*
4	Invis. to animals	Fire trap	Neutralize poison
5	Locate animals	Heat metal	Protection from fire
6	Pass without trace	Locate plants	Pyrotechnics
7	Predict weather	Obscurement	Summon insects
8	Purify water	Produce flame	Water breathing

Unless otherwise indicated, all spells in the myrikhan druid spell list correspond to the druid spell of the same name and level. The spell marked with an asterisk is a special spell available only to the myrikhan class, described below:

Fire Purge (Evocation)

Level: 3

Range: 0

Duration: 1 hour per level of caster above 15th

Area of effect: Radius of 600' per level of caster above 15th

Components: V,S,M

Casting Time: 5 rounds

Saving Throw: None

Explanation/Description: *Fire purge* opens a temporary portal to the magical fire in the heart of the caster's god. A purging flame seeps from the caster at a rate of 10' per round, subjecting items and creatures to intense holy fire. All items in the spell's area of effect must make saving throws vs. magical fire or be destroyed. All creatures in the area of effect must make a saving throw vs. spell or suffer 1-4 points of fire damage per round, until they leave the area of effect or extinguish the fire. Anything hostile to the god makes the saving throw at -3 and suffers double damage from the fire. *Protection from fire* adds +1 to the saving throw.

The body of the caster becomes immobile and intangible for the duration of the spell, a necessary self-defense against the fire. During this period of intangibility, the caster loses awareness of his surroundings and has a 1% chance per level of having a holy vision (a side effect of exposure to the deepest powers of his god). After the spell ceases to function, everything in the area of effect except the items that made their saving throws will be smoldering ashes. The spell is often used to consecrate church ground or exorcise demons from possessed areas. *Dispel magic* eliminates the fire and cancels the spell. *Extension* and *permanency* have no effect.

Myrikhan Table III: Followers

Dice roll	Type of follower
01-03	1-4 clerics of 5th-8th level
04-07	2-8 clerics of 3rd-6th level
08-12	2-16 clerics of 2nd-5th level
13-18	2-20 clerics of 1st-3rd level
19-21	1-4 cloistered clerics ¹ of 1st-4th level
22-24	1-4 fighters of 5th-8th level
25-28	2-8 fighters of 3rd-6th level
29-33	2-16 fighters of 2nd-5th level
34-38	2-20 fighters of 2nd-5th level
39-41	1 ranger of 1st-4th level
42-45	1 myrikhan of 1st-4th level
46-52	4-40 men-at-arms, 1-6 hp each
53	11-30 aarakocra (one tribe)
54	1-2 magic-users of 5th-8th level
55	2-5 magic-users of 3rd-6th level
56	3-6 magic-users of 2nd-5th level
57	2-8 magic-users of 1st-3rd level
58	1-4 illusionists of 1st-4th level
59-66	1-10 unskilled persons, 1-6 hp each
67	1 healer of 1st-4th level
68-69	1-3 experienced cooks, 1-4 hp each
70-71	1 smith ² of 1st-6th level
72-73	1-4 carpenters of 1-6 hp each
74-76	1-4 farmers of 1-4 hp each, plus their families (one mate and 1-4 children of 1-3 hp each per farmer)
77-78	1 tailor of 1-4 hp
79-80	1-3 miners of 2-5 hp each
81-82	1-3 scribes ³ of 1st-4th level
83-85	1-3 stablemen of 1-4 hp each
86-88	1-4 chambermaids of 1-2 hp each
89-91	1 maid/manservant of 1-4 hp
92	1 baku
93	1 dragon horse (mount)
94	1-4 firbolg giants
95	1 itinerant grim
96	1 moon dog
97	5-20 pech plus females and young
98	1 pseudodragon
99	1-4 NPCs of any neutral good class or subclass
00	DM's choice

1 — Cloistered clerics are described in Best of DRAGON Magazine, Volume 4, p. 7.

2 — Smiths are described in Best of DRAGON Magazine, Volume 4, p. 26.

3 — Scribes are described in Best of DRAGON Magazine, Volume 4, p. 23.

Note: Followers are nearly always (90%) human, but may be of other races if the campaign allows.

Race of follower (if needed)

Roll d20: 1-3 = elf; 4-5 = half-elf; 6-8 = gnome; 9-11 = human; 12-18 = same race as the myrikhan; 19-20 = halfling.

When a base has been established, the DM rolls to determine the type of followers attracted and, if necessary, the race of the followers. Each time the myrikhan gains a level (or accumulates enough experience points to gain a level after reaching his level limit), roll again. All followers of a myrikhan are neutral good.

For example, an 11th-level myrikhan builds a church fortress and attracts followers. The DM determines that 2-16 clerics of 2nd-5th level are attracted. Additional rolls define them as a 4th-level half-elven cleric, two gnóish clerics of 4th and 3rd level, and two 2nd-level elven clerics. When the myrikhan reaches 12th level, the DM will roll again to determine additional followers — perhaps a pair of elven chambermaids or a dragon horse.

THE GARATH

Garaths are chaotic good church guardians. They primarily defend their churches, no matter what the method or cost, often guarding church journeys or caravans. Devout church members, garaths adhere to their god's strictures with absolute conviction. If a garath ever breaks a church rule, he loses his garath church rank and abilities and becomes forevermore a normal fighter.

Garaths pride themselves on finely crafted and exquisitely detailed clothes, weapons, and armor. Plate mail is the most common garath protection, always embellished with church symbols and holy script.

Wisdom and charisma (a factor of devotion for garaths) are the prime requisites of the garath. A score of 16 or greater in one of these abilities adds 10% to earned experience, and scores of 16 or greater in both abilities add 15%. Garaths receive spell bonuses and chances of spell failure according to their wisdom scores as clerics do (see *Players Handbook* p. 11, Wisdom Table II).

Garaths use any magic items usable by fighters or clerics. Normal followers are those found in the church as lower-level garaths, for a garath's level determines his church rank. At 7th level, the church appoints two 1st-level fighters of the same race as personal guardians to the garath. Check for other followers at each new level using a 5% chance per level beginning with 2nd level of a follower joining the garath (5% at 2nd level, 10% at 3rd, etc.). If a follower is indicated, roll once on Garath Table III to determine the type of follower. Garaths never build strongholds.

The special abilities of a garath are:

1. Detection of evil within a 100' radius, revealing only the general direction of the evil source and requiring total concentration.
2. Saving throw bonuses against evil magic at +1 for each three levels the garath possesses (+1 at 1st through 3rd level, +2 at 4th through 6th level, etc.). Evil magic includes any spells cast by evil NPCs or monsters, and any effects of magic items that are intrinsically evil or that are used by evil beings.
3. *Protection from devils* beginning at 5th level, including all lawful evil creatures from the lower planes.
4. Spell use at 8th level and above. Garath Table II shows the number and level of such spells.
5. The ability to use all holy swords (of chaotic good alignment) as paladins do.
6. Good welcome from any allied chaotic good church. A garath abuses this only at the risk of deviating from his alignment.
7. Hit and damage bonuses of +1 for each 4 levels of experience (+1 at 1st through 4th level, +2 at 5th through 8th, etc.) with any weapon, due to their fierce fighting ability and devotion.
8. Two bodyguards appointed at 7th level. These two 1st-level fighters, of the same race as the garath, progress in level as normal NPCs and will serve unto death. The church will not replace killed bodyguards.

The strictures of a garath are:

1. Forbidden retention of wealth. Garaths keep non-monetary treasure if desired; otherwise, they give it to the church.
2. Use of force only against non-good-aligned individuals, except for self-defense or church defense.
3. Employment of only good-aligned individuals, except for church defense.

Garath Table I

Experience points	Experience level	Hit points	Level title
0— 2,400	1	d8	Shroud
2,401— 5,000	2	2d8	Defender
5,001— 11,500	3	3d8	Guardian
11,501— 22,000	4	4d8	Keeper
22,001— 47,500	5	5d8	Lord's Shield
47,501— 100,500	6	6d8	Garath Aspirant
100,501— 190,000	7	7d8	Garath
190,001— 320,000	8	8d8	Garath
320,001— 640,000	9	9d8	Garath
640,001— 960,000	10	9d8 + 2	Garath
960,001— 1,280,000	11	9d8 + 4	Garath

Garaths gain one level per 320,000 exp. pts. above 8th level.
Garaths gain 2 hp per level above 9th level.

Garath Table II: Spells usable by experience level

Garath level	Cleric spell level			
	1	2	3	4
8	1	—	—	—
9	2	1	—	—
10	2	2	—	—
11	3	2	1	—
12	3	2	2	—
13	3	3	2	1
14	3	3	3	2
15*	3	3	3	3

* — Maximum spell-casting ability.

Garaths acquire and cast spells in the same way that a cleric does, by meditation and prayer.

Garath Table III: Followers

Dice roll	Type of follower
01-20	1-4 clerics of 1st level
21-30	1-2 clerics of 2nd level
31-56	1-6 0-level men-at-arms of 1-6 hp each
57-76	1-4 fighters of 1st level
77-86	1-2 fighters of 2nd level
87-91	1 scribe ² of 1st-3rd level
92-96	1 cloistered cleric ¹ of 1st-2nd level
97	1 pegasus (mount)
98	1 faerie dragon
99	1-3 NPCs of any chaotic good-aligned class or subclass
00	DM's choice

1 — Cloistered clerics are described in *Best of DRAGON Magazine*, Volume 4, p. 7.

2 — Scribes are described in *Best of DRAGON Magazine*, Volume 4, p. 23.

Note: Most followers of a garath are human (80%), but elves and half-elves are often seen with them.

Each time the garath gains a level (or accumulates enough experience points to gain a level after reaching his level limit), the chance of a follower increases by 5% (5% at 2nd level, 10% at 3rd, etc.). The DM rolls to determine the type of follower and, if necessary, the race of the follower. All followers of a garath are chaotic good.

THE LYAN

The lawful neutral lyan functions more as a cleric than a fighter, for his church consists only of other lyans (no acolytes, clerics, priests, etc.). The subclass name and its level titles derive from the ancient names for the ascending floors of the Arbiter's Edifice, a massive tower of legend in which the Arbiter lived and ruled. Lyans call their god the Arbiter despite his true name, which is often held sacrosanct and reserved for the most solemn church rituals. (Many believe that the Arbiter is actually Primus, ruler of Nirvana.) Lyans believe that, after death, their souls travel to the Edifice Prime (Nirvana), a celestial reconstruction of the original mythical tower, and serve the Arbiter thereafter. A lyan devotes himself to law and its promotion, and should he ever commit a chaotic act with other courses available, he loses his status in excommunication and becomes forevermore a normal fighter.

Although the rules of the edificial churches (the term for any lyan's church) forbid armor or weapons on consecrated ground, elsewhere lyans wear any type of armor desired, usually leather or studded leather reinforced by a breastplate and gauntlets (which in no way hinder their somatic spell-casting actions). Their mounts are the largest and strongest of their type, their weapons the most fierce, their methods the most efficient and unforgiving in dealing with the dangerous forces of chaos.

Wisdom, strength, and constitution are the prime requisites of a lyan. A total of 45 or more in those abilities adds 10% to earned experience, and a total of 51 or more adds 15%. Lyans receive spell

bonuses and chances of spell failure according to their wisdom scores as clerics do (see *Players Handbook*, p. 11, Wisdom Table II: Adjustments for Clerics). Lyans can use any magic items.

At 10th level, a lyant can construct his own edificial church, thus attracting followers. Lyan Table III shows the type of followers possible.

The special abilities of a lyant are:

1. Detection of chaos at 20' per level to a maximum range of 400' (at 20th level). (This benefit corresponds to the abilities of *detection of good or evil*.) The lyant can determine the type of chaos (good, neutral, or evil) after two rounds of concentration.

2. Saving throw bonuses against chaotic magic at +1 for each three levels (+1 at 1st through 3rd level, +2 at 4th through 6th level, etc.). Chaotic magic includes any spells cast by chaotic NPCs or monsters and any effects of magic items that are intrinsically chaotic or that are used by chaotic beings.

3. Spell use at 3rd level and above. Lyan Table II shows the number and level of such spells.

4. Hit and damage bonuses of +1 per level when fighting any chaotic creatures, of either good, neutral, or evil nature.

The lyant has no strictures other than the rules of his edificial church. When and if he forms his own, he determines his own rules, which must roughly correspond to the Arbiter's standards.

Lyan Table I

Experience points	Experience level	Hit points	Level title
0— 5,000	1	d12	Foyar
5,001— 10,000	2	2d12	jiFoyar
10,001— 25,000	3	3d12	1st Hael
25,001— 50,000	4	4d12	2nd Hael
50,001— 100,000	5	5d12	3rd Hael
100,001— 250,000	6	6d12	4th Hael
250,001— 500,000	7	7d12	5th Hael
500,001—1,000,000	8	8d12	6th Hael
1,000,001—1,500,000	9	9d12	jiHael
1,500,001—2,000,000	10	10d12	Lyan
2,000,001—2,500,000	11	11d12	Lyan
2,500,001—3,000,000	12	12d12	Lyan
3,000,001—3,500,000	13	13d12	Lyan
3,500,001—4,000,000	14	14d12	Lyan
4,000,001—4,500,000	15	15d12	Lyan
4,500,001—5,000,000	16	15d12 + 5	Lyan
5,000,001—5,500,000	17	15d12 + 10	Lyan

Lyans gain one level per 500,000 exp. pts. above 7th level.

Lyans gain 5 hit points per level above 15th level.

Lyan Table II: Spells usable by experience level

Lyan level	Cleric or magic-user spell level			
	1	2	3	4
3	1	—	—	—
4	1	—	—	—
5	1	—	—	—
6	2	—	—	—
7	2	—	—	—
8	2	1	—	—
9	2	1	—	—
10	2	1	—	—
11	2	2	—	—
12	3	2	1	—
13	3	2	1	1
14	4	2	2	1
15	4	3	2	2
16	5	4	3	2
17*	6	5	4	3

* — Maximum spell-casting ability.

Lyans have the unique ability of acquiring and casting either cleric or magic-user spells from prayer and meditation. For example, a 6th-level lyant can cast two 1st-level spells. He might choose two cleric spells, a cleric spell and a magic-user spell, or two magic-user spells. Lyans use no spellbooks of any type; their power comes directly from deities and divine beings. Lyans learn spells from the magic-user spell list as cleric spells.

Lyan Table III: Followers

Dice roll	Type of follower
01-02	1-4 fighters of 5th-8th level
03-05	2-8 fighters of 3rd-6th level
06-09	2-16 fighters of 2nd-5th level
10-14	2-20 fighters of 1st-3rd level
15-21	4-40 0-level men-at-arms of 1-6 hp each
22-24	3-6 magic-users of 2nd-5th level
25-28	2-8 magic-users of 1st-3rd level
29-30	1-4 illusionists of 1st-4th level
31-32	1-2 assassins of 4th-6th level
33-35	1-4 assassins of 2nd-4th level
36-40	2-8 assassins of 1st-3rd level
41-42	1-3 thieves of 4th-8th level
43-45	1-6 thieves of 2nd-5th level
46-49	2-12 thieves of 1st-4th level
50-55	2-20 thieves of 1st-2nd level
56-61	1-12 unskilled persons of 1-6 hp each
62-66	1-12 unskilled persons of 1-4 hp each
67-69	1-12 unskilled persons of 1-8 hp each
70-71	1-3 experienced cooks of 1-4 hp each
72-73	1 smith ¹ of 1st-6th level
74-75	1-4 carpenters of 1-6 hp each
76-78	1-4 farmers of 1-4 hp each and their families (one mate and 1-4 children of 1-3 hp each per farmer)
79-80	1 tailor of 1-4 hp
81-82	1-3 miners of 2-5 hp each
83-85	1-3 scribes ² of 1st-4th level
86-88	1-3 stablemen of 1-4 hp each
89-91	1-4 chambermaids of 1-2 hp each
92-94	1 maid/manservant of 1-4 hp
95	1 pride of wemics
96-99	1-4 NPCs of any lawful neutral class or subclass
00	DM's choice

1 — Smiths are described in Best of DRAGON Magazine, Volume 4, p. 26.

2 — Scribes are described in Best of DRAGON Magazine, Volume 4, p. 23.

Race of followers (if needed)

Roll d20: 1 = elf (30%) or half-elf (70%); 2-5 = dwarf; 6-8 = gnome; 9-10 = human; 11-14 = same race as the lyant; 15-17 = half-orc; 18-20 = halfling.

When the lyant establishes an edificial church, the DM rolls to determine the type of followers and, if necessary, the race of the followers. Each time the lyant gains a level (or accumulates enough experience points to gain a level after reaching his level limit), roll again. (Example: A 9th-level lyant builds an edificial church and attracts followers. The DM determines that 1-3 thieves of 4th-8th level are attracted. Additional rolls define them as a 6th-level human thief and a 4th-level half-orc thief. When the lyant reaches 10th level, the DM will roll again to determine additional followers — perhaps an illusionist or an assassin.) All followers of a lyant are lawful neutral in alignment.

THE PARAMANDER

The true neutral paramander's name means "one beside the world," an allusion to the position of their god after he created and balanced the universe. A paramander seeks to maintain that balance, often by manipulating (and, when necessary, destroying) high-powered beings of deep alignment convictions (e.g., paladins and anti-paladins) or by aiding weak opponents of those beings. Any deed of outright good, evil, law, or chaos, performed without a previously determined balancing effect on the world's structure, causes him to become forevermore a normal fighter. The paramander must justify every action in the interests of pure neutrality.

Paramanders favor subdued design in armor and weapons. Armor, though unrestricted, is usually leather or studded leather and, like paramanders' shields, bears little or no decoration. Paramanders ride light horses or ponies, mostly gray or brown. Weapons tend toward simplicity (swords, staves, etc.); no missile weapons are used.

Intelligence is the prime requisite of a paramander. A score of 16 adds 10% to earned experience, a score of 17 adds 15%, and a score of 18 or greater adds 20%. Paramanders have chances to know listed spells and minimum and maximum spells per level as magic-users do (see *Players Handbook* p. 10, Intelligence Table II: Ability for Magic-users).

Paramanders have no followers. Instead, at 9th level or above, they take on an apprentice, training him in the ways of balance and neutrality. The apprentice, a normal 0-level fighter with 2 hp, becomes a 1st-level paramander after achieving 1,172 experience points (see Paramander Table I) in the service and under the guidance of his magister (master). A hit-dice value of d8 + 1 per level replaces his 2 hp, and the new paramander leaves his magister's service.

A paramander can train any number of apprentices, one at a time. The magister commonly gives to his apprentice a favorite weapon or other item, perhaps something that his old magister gave to him upon completion of his own apprenticeship.

The special abilities of a paramander are:

1. Detection of good or evil within a 50' radius. At 3rd level and above, the paramander can determine the exact nature of the good or evil (lawful, neutral, or chaotic) with minimal concentration.
2. Immunity to diseases of all types, including diseases caught from monsters, such as mummies, lycanthropes, and so forth. This includes diseaselike attacks from monsters like green slime.
3. Saving throws against non-neutral-aligned magic at +2 for each five levels (+2 at 1st through 5th levels, +4 at 6th through 10th levels, etc.) and against half-neutral-aligned magic at +1 for each five levels (+1 at 1st through 5th levels, +2 at 6th through 10th levels, etc.). Non-neutral alignments consist of lawful good, lawful evil, chaotic good, and chaotic evil. Half-neutral alignments consist of lawful neutral, neutral good, neutral evil, and chaotic neutral. Aligned magic includes any spells cast by NPCs or monsters of a specific alignment and any magic items that are intrinsically of a specific alignment or that are used by beings of a specific alignment.
4. Spell use at 8th level and above. Paramander Table II shows the number and level of such spells.
5. The use of certain thief functions at a level equal to half that of the paramander (1st-level ability at 1st and 2nd level, 2nd-level ability at 3rd and 4th level, etc.). The functions include open locks, find/remove traps, move silently, hide in shadows, and hear noise. Racial adjustments do not apply.

The forbidden accumulation of wealth is the only stricture of a paramander, as they have no use for wealth other than as expenditures in the line of duty. Hoarding treasure rarely affects the balance of the world.

The Paremandyr

A rare and horrible creature, the paremandyr is an insane cousin to the paramander, a mobile and intelligent death-dealer. The two are identical in every way but one: The paramander strives to create balance by molding the powerful forces of aligned convictions, whereas the paremandyr strives to destroy these forces, believing that in oblivion there is perfect balance. The paremandyr leaves a sigil on his victims, a unique sign that identifies the death's origin.

Paremandyrs and paramanders have equal benefits and strictures, and they use the same tables. They cast the same spells and follow the same rituals of apprenticeship.

Paramander Table I

Experience points	Experience level	Hit points	Level title
0— 1,172	0	2hp*	Apprentice
1,173— 2,344	1	d8 + 1	Symmeter Initial
2,345— 4,688	2	2d8 + 2	Symmeter Medial
4,689— 9,375	3	3d8 + 3	Symmeter Final
9,376— 18,750	4	4d8 + 4	Fulcrum
18,751— 37,500	5	5d8 + 5	Balancer
37,501— 75,000	6	6d8 + 6	Libra Charge Initial
75,001— 150,000	7	7d8 + 7	Libra Charge Medial
150,001— 300,000	8	8d8 + 8	Libra Charge Final
300,001— 600,000	9	9d8 + 9	Paramander
600,001— 900,000	10	9d8 + 12	Paramander
900,001— 1,200,000	11	9d8 + 15	Paramander

* — 0-level apprentices have 2 hp, replaced at 1st level by d8 + 1.

Paramanders gain one level per 300,000 experience points above 11th level.

Paramanders gain 3 hit points per level above 11th level.

Paramander Table II: Spells usable by experience level

Paramander level	Paramandic spell level				
	1	2	3	4	5
8	1	—	—	—	—
9	2	—	—	—	—
10	2	1	—	—	—
11	2	2	—	—	—
12	3	2	1	—	—
13	3	2	2	—	—
14	4	3	2	1	—
15	4	3	2	2	—
16*	5	4	3	2	1

* — Maximum spell-casting ability.

Paramanders have a unique spell list. They acquire and cast spells in the same way that a magic-user does, by use of spellbooks. A paramander must learn spell use from a spell-magister of at least 16th level. Until then, the paramander cannot advance above 8th level. The secondary apprenticeship is similar to a magic-user's apprenticeship before 1st level (see the *Dungeon Masters Guide*, p. 39). The spell-magister commonly makes a gift of a 1st-level paramandic spellbook including the spell *read paramandic magic* and two to five others, depending on the worthiness of the student. Paramanders have no knowledge of cantrips.

Paramandic spell list

Number	1st level	2nd level
1	<i>Affect normal fires</i>	<i>Audible glamer</i>
2	<i>Burning hands</i>	<i>Continual light</i>
3	<i>Detect magic</i>	<i>Detect invisibility</i>
4	<i>Erase</i>	<i>Invisibility</i>
5	<i>Feather fall</i>	<i>Know alignment (c)</i>
6	<i>Hold portal</i>	<i>Levitate</i>
7	<i>Identify</i>	<i>Locate object</i>
8	<i>Light</i>	<i>Magic mouth</i>
9	<i>Message</i>	<i>Phantasmal force (3)</i>
10	<i>Read paramandic magic (p)</i>	<i>Scare</i>
11	<i>Shocking grasp</i>	<i>Strength</i>
12	<i>Write</i>	<i>Wizard lock</i>

Number	3rd level	4th level	5th level
1	<i>Clairaudience</i>	<i>Charm monster</i>	<i>Azure flame</i> (p)
2	<i>Clairvoyance</i>	<i>Charm person</i> (1)	<i>Conjure elemental</i>
3	<i>Dispel magic</i>	<i>Confusion</i>	<i>Contact other plane</i>
4	<i>Dispel good/evil</i> (c4)	<i>Dimension door</i>	<i>Enchanted mirrors</i> (p)
5	<i>Explosive runes</i>	<i>Extension I</i>	<i>Magic jar</i>
6	<i>Fireball</i>	<i>Fear</i>	<i>Polymorph other</i> (4)
7	<i>Fly</i>	<i>Guards & wards</i> (6)	<i>Question ball</i> (p)
8	<i>Gust of wind</i>	<i>Loyalty</i> (p)	<i>Slow mutation</i> (p)
9	<i>Lightning bolt</i>	<i>Polymorph self</i>	
10	<i>Cache</i> (p)	<i>Spelltrap</i> (p)	

Unless otherwise indicated, all paramancer spells correspond to the magic-user spell of the same name and level. A number after a spell indicates that it is normally of a level different from that at which a paramancer learns the spell. A letter after the spell indicates that the spell normally belongs to a class other than the magic-user (c = cleric, p = special paramancer spell). New spell definitions follow, in the format of the *Players Handbook*.

Read Paramantic Magic (Divination) Reversible

Level: 1

Range: 0

Duration: 3 rounds + 1 round/level

Area of effect: *Special*

Components: V,M

Casting Time: 2 segments

Saving Throw: *None*

Explanation/Description: This spell allows a paramancer to read the complex, guttural language used in paramantic magic. With the exception of these parameters and the material components of a pinch of bone and a silk string, the spell is essentially identical to the 1st-level magic-user spell *read magic*.

Cache (Alteration)

Level: 3

Range: *Touch*

Duration: 1 hour/level

Area of effect: *One item*

Components: V,S

Casting Time: 2 segments

Saving Throw: *None*

Explanation/Description: The casting of this spell upon an item transfers that item to the Astral Plane for the duration of the spell. Wherever the spell caster goes, the item will follow on the Astral Plane. When the spell dissipates, the item will fall into the caster's hands (if possible) or reappear in front of him if not. Nothing can detect the item while it is on the Astral Plane, except items meant to see into astral space. The chance of the item returning in damaged or broken condition equals 15%, -1% per level of the caster. The caster can recall the object at any time. *Extension* applies, but *permanency* traps the item on the Astral Plane forever. The weight limit is 5 gp/level of the caster. The spell malfunctions if cast on living things.

Loyalty (Possession)

Level: 4

Range: 4"

Duration: 1 round/level

Area of effect: 1"/level radius

Components: V,S

Casting Time: 1 round

Saving Throw: *None*

Explanation/Description: All creatures of 1 hit die or less, or below 1st level, within the area of effect of this spell become immediately loyal to the caster for the duration of the spell. They obey commands (if understood) and will fight to the death alongside of the caster. Creatures of more than 1 hit die or above 0 level remain

unaffected by the spell. *Extension* and *permanency* have no effect. *Dispel magic* eliminates the effects of the spell.

Spelltrap (Alteration)

Level: 4

Range: *Special*

Duration: *Indefinite* (5 rounds)

Area of effect: *Special*

Components: V,S

Casting Time: 6 segments + *special*

Saving Throw: *None*

Explanation/Description: *Spelltrap* creates a special environment capable of accepting another spell and delaying its effects. When the caster casts a *spelltrap* on a small immobile object such as a book or a weapon, a magic receptacle saturates the item. The caster can then place another spell within that receptacle (adjust the casting time accordingly). When the item is moved or probed (by *detect magic*, etc.), the *spelltrap* disappears and the second spell takes effect, just as if the item on which the *spelltrap* was placed had cast the spell at a level equal to the caster of the second spell.

The *spelltrap* will fade in 5 rounds if another spell is not placed in it. If someone casts *dispel magic* on the *spelltrap*, it is 75% likely that the second spell will be eliminated, leaving the *spelltrap* empty (and fading) and ready to receive another spell; otherwise, *dispel magic* will eliminate the *spelltrap*, releasing the effects of the second spell and exploding the item on which it was placed, causing 2-12 points of damage to all within a 20' radius. Only the following spells can be placed in a *spelltrap* (others will have no effect, as if they had not been cast at all): *light* (on the same item as the *spelltrap*), *message**, *audible glamer*, *magic mouth*, *scare*, *fireball**, *gust of wind**, *lightning bolt**, *confusion*, *fear*, *polymorph other**, *conjure elemental*, *azure flame*, *guards and wards*, *slow mutation* (dweomer placed on same item as the *spelltrap*). Spells marked with an asterisk are released from the *spelltrap* in a random direction. If the *spelltrap* is moved or probed in any way before a second spell is placed inside, it vanishes. Only the use of a *gem of seeing* can detect a *spelltrap*.

Azure Flame (Alteration)

Level: 5

Range: 5"

Duration: *Special*

Area of effect: 2" radius

Components: V,S,M

Casting Time: 6 segments

Saving Throw: *Neg.*

Explanation/Description: The *azure flame* spell causes all creatures within the area of effect to burst into blue flame. A successful saving throw vs. spell negates the effect. *Protection from fire* adds +1 to the saving throw. *Azure flame* burns until extinguished by *dispel magic* (nothing else affects it) and spreads to any living thing touched. Lifeless items (including undead) do not burn with blue flames. Burning creatures take 1-4 points of damage per round until the flame is dispelled and are considered to be under the effects of a *fear* spell while the *azure flame* burns. Creatures reduced to 0 hit points by *azure flame* crumble into a pile of bluish ashes from which they cannot be resurrected. The material component of the spell is a small piece of azurite rubbed between the fingers of one hand while the other hand performs the complicated somatic gestures. The spell requires a dexterity of 13 or higher.

Enchanted Mirrors (Alteration)

Level: 5

Range: *Special*

Duration: *Permanent*

Area of effect: *Two mirrors*

Components: V,S,M

Casting Time: 7 rounds + *special*

Saving Throw: *None*

Explanation/Description: The material components of this spell are two small, matched mirrors of fine silver worth not less than 100 gp each. When the caster casts the spell, the mirrors begin to emit a faint glow and hover 3 feet apart above the ground, facing each

other, at the eye level of the caster. The caster can now cast another spell into the area between the mirrors (adjust casting time accordingly) and the effects of that spell will be recast every third round beginning with the round in which the casting of the second spell was completed. The effects of the second spell are at half the ability of the caster (1st-level ability at 1st and 2nd level, 2nd-level ability at 3rd and 4th level, etc.).

Only the following spells can be placed in the *enchanted mirrors* (others will have no effect, as if they had not been cast at all): *light* (on one of the enchanted mirrors), *message**, *audible glamer*, *scare*, *fireball**, *gust of wind**, *lightning bolt**, *confusion*, *fear*, *polymorph other**, *conjure elemental*, *azure flame*, *guards and wards*. Spells marked with an asterisk are released from the enchanted mirrors in a random direction. If anything touches or comes between the fragile mirrors, both the *enchanted mirrors* spell and its repeating spell are cancelled, and the mirrors fall to the ground. *Dispel magic* is 75% likely to remove the repeating spell, leaving the mirrors ready to accept another; otherwise, the *enchanted mirrors* spell is dispelled and the repeating spell ceases to function.

Question Ball (Alteration/Conjuration)

Level: 5

Range: *Touch*

Duration: *Special*

Area of effect: *One ball*

Components: V,S,M

Casting Time: *3 rounds*

Saving Throw: *None*

Explanation/Description: This spell transforms a normal *crystal ball* into a unique *question ball*, which answers any questions put to it. The material components of the spell are a *crystal ball*, a *gem of seeing*, and a pound of pure sulphur. The caster piles the sulphur in a heap and burns it with the *gem* and the *crystal ball* in the middle. While the flames consume the *gem* and *crystal ball*, the caster performs the verbal and somatic components of the spell, upon the completion of which the *gem* and *crystal* disappear in a sulphurous explosion (no damage) marking the creation of the *question ball*.

The ball is a partial manifestation of an extraplanar humanoid being of divine nature, who uses the *gem of seeing* and its own powers to discern the answers to the caster's questions. The being speaks common and 2-3 other languages, as well as tongues exclusive to his mysterious plane. The being, as payment for the *gem of seeing*, is bound to answer a number of questions equal to the caster's level. A percentile roll of less than 50 minus the level of the caster indicates that the being tells a carefully fabricated and reasonably believable lie. When the being has answered a number of questions equal to the level of the caster, the *question ball* will darken and crumble to useless powder.

The being can be released on the Prime Material Plane, the ball shattering and all of the being's possessions (including the *gem of seeing*) appearing in its place, if any of the following things happen to the *question ball*:

1. If any attempt is made to move the ball to another plane;
2. If *trap the soul*, *gate*, *monster summoning VII*, or *cache* is cast on the ball;
3. If the ball is destroyed using any of the methods for destruction of artifacts or relics (see the *DMG*, p. 164);
4. If a wraith or similar creature performs an *energy drain* on the ball.

The being is neutral in alignment, AC 2, HD 10 + 6, # ATT 3, DAM 1-6/1-6 (plus 5% chance of disease) by claws, and 2-12 (plus poison, save at -2) by fangs. Its poison causes sleep for 1-6 days, during which time the being will eat its victim. Its claws are infected with a terminal blood disease, as per the *DMG*. The being has all the spell-like abilities of a type I demon, and it can travel in the Astral and Ethereal Planes. Its other possessions number 2-12, each having a 20% chance of being magical in nature.

Slow Mutation (Alteration/Possession)

Level: 5

Range: *Touch*

Duration: *Permanent*

Area of effect: *One creature*

Components: V,S,M

Casting Time: *2 rounds + touch*

Saving Throw: *Neg.*

Explanation/Description: The material component of this spell is a piece of whatever the caster wishes his subject to become (e.g. a kenku feather to turn him into a kenku, or a drop from a *potion of invisibility* to turn him invisible). The spell is cast on a non-living item such as the end of a staff, where it glows red with the power of its dweomer. Should any living (or undead) thing touch the dweomer, that being becomes infected with *slow mutation* unless it makes a successful saving throw vs. polymorph. The effects of the dweomer vary according to the description given by the caster in the verbal component of the spell but, once triggered, the complete mutation occurs within 3-18 rounds.

The spell has two aspects. The first is a condition that must apply to the affected creature for the spell's mutation to function (e.g., contact with a certain substance, performance of a certain action, etc.). While this condition applies, the second aspect of the spell takes effect — the subject begins to change slowly into the form described by the caster during the creation of the dweomer (e.g., he begins to resemble a kenku or becomes increasingly translucent).

Only a *remove curse* spell will eliminate the dweomer from a possessed creature's body, allowing a *wish* or *polymorph* spell to return him to his original form. Before a dweomer leaves its original position on its weapon, *dispel magic* will eliminate it. After the dweomer leaves its position, by *dispel magic* or by infecting someone, the weapon is once again normal in every way.

THE FANTRA

The chaotic neutral fantra, whose name means "guardian," bears the weapons of the church. Fantras belong to a nomadic culture, the members of which call themselves meadlennes ("tribe members"). Fantras sometimes see themselves as guardians of their entire people, their protective and comforting nature giving them a charisma score bonus of +3 when dealing with other meadlennes. Fantras and their people care only for their god and themselves. People not of the same tribe and whose religious beliefs differ from those of a fantra are called attlennes ("outsiders") and are regarded as no different from intelligent animals. Should a fantra ever aid an attlenne without good cause (i.e., without aiding the meadlenne tribe in some way), he loses his status, is excommunicated and exiled, and becomes forevermore an attlenne and a normal fighter.

Fantras only wear armors of chain mail quality or lighter, and they only carry wooden shields. They have few personal possessions, because they must carry all of their equipment on horseback or in carts when the tribe moves. Fantras prefer mounts with stamina, depending on them often for their lives.

Wisdom is the prime requisite of a fantra. A wisdom score of 17 or greater adds 10% to earned experience. Strength and constitution are secondary requisites, adding an additional 5% to earned experience for a total of 28 or more. Fantras receive spell bonuses and chances of spell failure according to their wisdom scores as clerics do (see *Players Handbook*, p. 11, Wisdom Table II).

Nomadic fantras never build strongholds. At 9th level or above, a fantra might attract tabaxi or atomies as followers, but otherwise he works only with other fantras.

The special abilities of a fantra are:

1. Immunity to normal diseases of all types, excluding magical diseases and lycanthropy.
2. A 10% chance per level to identify plants or animals, automatic identification coming at 10th level and above.
3. A 15% chance per level to identify pure water or nonpoisonous wild foods, automatic at 7th level and above.
4. The ability to concoct antidotes from natural herbs and roots. The antidote has a 10% chance per level of the fantra of neutralizing the poison in 1-4 rounds. This ability assumes the availability of proper herbs and roots. Concoction time ranges from 2 rounds to 2 hours, depending on the complexity of the poison (and therefore the antidote). The fantra must know the exact nature of the poison to concoct a suitable antidote.

5. Spell use at 1st level and above. Fantra Table II shows the number and level of such spells.

The strictures of a fantra are:

1. Forbidden retention of wealth. All treasure falls to the tribe and its eigen (chieftain). Fantras keep only personal magic items such as weapons and rings.

2. Tribal gain over personal gain. The fantra must sacrifice all for the tribe.

Fantra Table I

Experience points	Experience level	Hit points	Level title
0— 2,250	1	d10	Fantra
2,251— 4,500	2	2d10	Fantra
4,501— 7,500	3	3d10	Fantra
7,501— 15,000	4	4d10	Fantra
15,001— 35,000	5	5d10	Fantra
35,001— 50,000	6	6d10	Fantra
50,001— 125,000	7	7d10	Fantra
125,001— 225,000	8	8d10	Fantra
225,001— 350,000	9	9d10	Fantra
350,001— 700,000	10	10d10	Fantra
700,001—1,050,000	11	10d10 + 4	Fantra
1,050,001—1,400,000	12	10d10 + 8	Fantra

Fantras gain one level per 350,000 experience points above 9th level.

Fantras gain 4 hit points per level above 10th level.

Fantra Table II: Spells usable by experience level

Fantra level	Fantra spell level			
	1	2	3	4
1	1	—	—	—
2	1	—	—	—
3	2	—	—	—
4	3	—	—	—
5	4	1	—	—
6	4	1	—	—
7	4	2	—	—
8	4	3	1	—
9	4	4	2	1
10	4	4	3	2
11	4	4	4	3
12*	4	4	4	4

* — Maximum spell-casting ability.

Fantras have a unique spell list. They acquire and cast spells in the same way that a cleric does, by meditation and prayer.

Fantra spell list

Number 1st level	2nd level
1 <i>Animal friendship</i> (d)	<i>Cure disease</i> (3)
2 <i>Cure light wounds</i>	<i>Detect charm</i>
3 <i>Detect good/evil</i>	<i>Dispel magic</i> (3)
4 <i>Detect magic</i>	<i>Find traps</i>
5 <i>Detect snares & pits</i> (d)	<i>Know alignment</i>
6 <i>Invis. to animals</i> (d)	<i>Locate plants</i> (d)
7 <i>Light</i>	<i>Predict weather</i> (d)
8 <i>Locate animals</i> (d)	<i>Produce flame</i> (d)
9 <i>Protection from plants</i> (f)	<i>Protection from animals</i> (f)
10 <i>Remove fear</i>	<i>Resist fire</i>
11 <i>Resist cold</i>	<i>Slow poison</i>
12 <i>Sanctuary</i>	<i>Speak with animals</i>

Number 3rd level

- 1 *Animal summoning I* (d4)
- 2 *Continual light*
- 3 *Cure serious wounds* (4)
- 4 *Detect lie* (4)
- 5 *Neutralize poison* (4)
- 6 *Prayer*
- 7 *Protection from insects* (f)
- 8 *Remove curse*
- 9 *Snare* (d)
- 10 *Speak with dead*

4th level

- Animal summoning II* (d5)
- Atonement* (5)
- Control temp.* 10' r. (d)
- Control winds* (d5)
- Cure critical wounds* (5)
- Exorcise*
- Flame strike* (5)
- Insect plague* (5)
- Resurrection* (7)
- True seeing* (5)

Unless otherwise indicated, all fantra spells correspond to the cleric spell of the same name and level. A number after a spell indicates the spell is normally of a level different from that at which a fantra learns the spell. A letter after the spell indicates that the spell normally belongs to a class other than the cleric (d = druid, f = special fantra spell). New spell definitions follow, in the format of the *Players Handbook*.

Protection from Plants (Abjuration)

Level: 1

Range: *Touch*

Duration: *2 rounds/level*

Area of effect: *Creature touched*

Components: *V,S,M*

Casting Time: *3 segments*

Saving Throw: *None*

Explanation/Description: This spell prevents bodily contact between the creature touched (the caster or a willing recipient of the spell) and normal plants in a manner similar to the *protection from evil* spell. The spell does not inhibit monsters and plants of a magic nature (excluding giant normal plants). All attacks from normal plants incur a -2 penalty on hit rolls. Saving throws for the spell recipient against attacks from normal plants receive a +2 bonus. The material components of the spell consist of plant fiber (any type) and crushed leaves.

Protection from Animals (Abjuration)

Level: 2

Range: *Touch*

Duration: *2 rounds/level*

Area of effect: *Creature touched*

Components: *V,S,M*

Casting Time: *6 segments*

Saving Throw: *None*

Explanation/Description: This spell prevents bodily contact between the creature touched (the caster or a willing recipient of the spell) and normal animals in a manner similar to the *protection from evil* spell. The spell does not inhibit monsters and animals of a magic nature (excluding giant normal animals). All attacks from normal animals incur a -2 penalty on hit rolls. Saving throws for the spell recipient against attacks from normal animals receive a +2 bonus. The material components of the spell consists of animal hair (any type), a chip of animal bone, and a drop of animal blood.

Protection from Insects (Abjuration)

Level: 3

Range: *Touch*

Duration: *2 rounds/level*

Area of effect: *Creature touched*

Components: *V,S,M*

Casting Time: *9 segments*

Saving Throw: *None*

Explanation/Description: This spell prevents bodily contact between the creature touched (the caster or a willing recipient of the spell) and normal insects in a manner similar to the *protection from evil* spell. The spell does not inhibit monsters and insects of a magic nature (excluding giant normal insects). All attacks from normal insects incur a -2 penalty on hit rolls. Saving throws for the spell recipient against attacks from normal insects receive a +2 bonus. The material components of the spell consist of ground insect bodies.

THE ILLRIGGER

The lawful evil illrigger creates for his god a framework of evil on which to operate and subdue key proponents of good. He has crisply efficient assassination skills and maintains a functioning network of followers to precipitate his crimes upon the world. Should the illrigger ever commit a chaotic or carelessly disruptive act, his church will excommunicate him and he will become forevermore a normal fighter.

Illriggers prefer armor and weapons of darkened metal. Plate mail and morning stars predominate. Illriggers wear great helmets bearing the symbols and war standards of their gods. Insignias of rank, each a subsymbol of the illrigger's personal sigil, accompany every follower.

Wisdom and intelligence are the prime requisites of the illrigger. A total score in both abilities of 32 or greater adds 10% to earned experience, and a total of 35 or greater adds 15%. Illriggers have chances to know listed spells and minimum and maximum spells per level as magic-users do (see *Players Handbook*, p. 10, Intelligence Table II: Ability for Magic-users) and receive spell bonuses and chances of spell failure according to their wisdom scores as clerics do (see *Players Handbook*, p. 11, Wisdom Table II).

Illriggers can use any magic item unless it has an intrinsic good alignment. Each time the illrigger gains a level, a cumulative 10% chance indicates the presence of a follower (10% upon reaching 2nd level, 20% upon reaching 3rd, etc.). Illrigger Table III shows the type of followers attracted by an illrigger. An illrigger with sufficient funds can build a stronghold at any time.

The special abilities of an illrigger are:

1. A continual emanation of a *protection from good* spell.
2. Immunity to all forms of disease.
3. Detection of good at 5' per level. The illrigger can determine the type of good (lawful, neutral, or chaotic) in one segment of concentration.
4. Saving throw bonuses against chaotic magic at +1 for each three levels (+1 at 1st through 3rd level, +2 at 4th through 6th level, etc.). Chaotic magic includes any spells cast by chaotic NPCs or monsters, and any effects of magic items that are intrinsically chaotic or that are used by chaotic beings.
5. Spell use at 5th level and above. Illrigger Table II shows the number and level of such spells.
6. The use of certain thief functions at a level of ability equal to half the level of the illrigger (1st-level ability at 1st and 2nd level, 2nd-level ability at 3rd and 4th level, etc.). The functions include *open locks*, *find/remove traps*, *move silently*, *hide in shadows*, and *hear noise*. Racial adjustments do not apply.
7. The ability to attack on the assassins' table for assassinations after surprising an opponent.

The illrigger follows no strictures other than the rigid rules necessary to maintain his church. Nearly all known illriggers are devil-worshippers.

Illrigger Table I

Experience points	Experience level	Hit points	Level title
0—2,800	1	d10	Arch of Ruin
2,801—6,000	2	2d10	Pillar of Sin
6,001—15,000	3	3d10	Griefbringer
15,001—45,000	4	4d10	Evilforger
45,001—75,000	5	5d10	Illrigger
75,001—115,000	6	6d10	Illrigger
115,001—165,000	7	7d10	Illrigger
165,001—225,000	8	8d10	Illrigger
225,001—300,000	9	9d10	Illrigger
300,001—400,000	10	10d10	Illrigger
400,001—800,000	11	11d10	Illrigger
800,001—1,200,000	12	11d10 + 2	Illrigger
1,200,001—1,600,000	13	11d10 + 4	Illrigger

Illriggers gain one level per 400,000 experience points above 10th level.

Illriggers gain 2 hit points per level above 11th level.

Illrigger Table II: Spells usable by experience level

Illrigger level	Magic-user spell level				Cleric spell level		
	1	2	3	4	1	2	3
5	1	—	—	—	—	—	—
6	1	1	—	—	1	—	—
7	2	1	—	—	1	—	—
8	3	2	1	—	1	—	—
9	4	2	1	1	2	—	—
10	4	3	2	1	2	1	—
11	4	4	2	2	2	1	—
12	4	4	3	2	2	2	—
13	4	4	4	3	2	2	1
14	4	4	4	3	3	2	2
15	4	4	4	4	3	2	2
16	4	4	4	4	3	3	2
17	4	4	4	4	4	3	3
18*	4	4	4	4	4	4	4

Note: 4th-level magic-user spells are usable only by illriggers of 15 or greater intelligence.

* — Maximum spell-casting ability.

Illriggers acquire and cast magic-user spells in the same way that a magic-user does, by use of spellbooks. They acquire and cast cleric spells in the same way that a cleric does, by meditation and prayer.

Illrigger Table III: Followers

Dice roll	Type of follower
01-08	1-10 thieves of 1st level
09-14	1-8 thieves of 1st-2nd level
15-19	1-6 thieves of 1st-4th level
20-23	1-4 thieves of 2nd-5th level
24-26	1-2 thieves of 3rd-6th level
27-28	1 thief of 4th-7th level
29-31	1-4 assassins of 1st-2nd level
32	1 assassin of 3rd-6th level
33-35	1-6 magic-users of 1st level
36-37	1-4 magic-users of 1st-2nd level
38	1-2 magic-users of 2nd-5th level
39-40	1-2 illusionists of 1st-2nd level
41	1 illusionist of 2nd-4th level
42-46	1-6 clerics of 1st-4th level
47-49	1-3 clerics of 2nd-5th level
50-51	1-2 clerics of 4th-7th level
52	1 cleric of 5th-8th level
53	1-2 cloistered clerics ¹ of 1st-4th level
54-61	4-40 0-level men-at-arms of 1-6 hp each
62-67	1-10 fighters of 1st level
68-72	1-8 fighters of 1st-4th level
73-76	1-6 fighters of 2nd-5th level
77-79	1-4 fighters of 3rd-6th level
80-81	1-2 fighters of 4th-7th level
82	1 cavalier of 1st-6th level
83-84	1 hellcat or hell hound
85	6-24 mites
86	1 penanggalan
87	20-200 duergar plus females and young
88	20-200 orcs plus females and young
89	30-300 goblins plus females and young
90	10-100 hobgoblins plus females and young
91	1 blue dragon
92	1 ghost
93	1 spectre
94	1 wight
95	1 wraith
96	2 manticores
97	1-8 fire giants plus females and young
98	1-4 NPCs of any lawful evil class or subclass
99	special (see subtable on next page)
00	DM's choice

1 — Cloistered clerics are described in *Best of DRAGON Magazine*, Volume 4, p. 7.

Special follower subtable

Die roll	Type of follower
1-2	1 styx devil
3	1-3 abishai (any color)
4	1 pit fiend
5-6	1-2 horned devils
7	1-2 bone devils
8	1 ice devil
9-10	1 rakshasa
11-12	1 imp

Race of follower (if needed)

Roll d20: 1-3 = dwarf; 4-7 = half-orc; 8 = elf (5%), drow (75%), half-elf (20%); 9-11 = human; 12-17 = same race as the illrigger; 18 = halfling; 19-20 = gnome.

The illrigger has a 10% chance per level beginning with the second of attracting a follower (10% upon reaching 2nd level, 20% upon reaching 3rd level, etc.). Each time the illrigger gains a level (or accumulates enough experience points to gain a level after reaching his level limit), the DM rolls to determine whether a follower will offer services. If a follower is indicated, roll to determine the type of follower.

For example, an illrigger gains sufficient experience points and training to reach 5th level and has a 40% chance of attracting followers. The DM determines that followers are present and rolls to determine their type, the result indicating 1-6 thieves of 1st-4th level. Additional rolls define them as two 1st-level thieves and a 3rd-level thief. Upon reaching 6th level, the illrigger will have a 50% chance of attracting followers — perhaps a wight or hell hound.

Followers can never have levels or hit dice greater than the level of the illrigger. If such followers are rolled, disregard them. Suppose the above illrigger attracted his followers at 2nd level. The two low-level thieves offer services; the one of higher level does not. A hell hound attracted at 6th level could have 4, 5, or 6 but not 7 hit dice. All followers of an illrigger are lawful evil.

THE ARRIKHAN

The neutral evil arrikhan, whose name in the Creation Argots means "beast-servant," acts as an opposite to the myrikhan. The arrikhan serves his god in the field, carrying out the orders of the high priests of the church. Like a myrikhan, an arrikhan almost always travels alone. An arrikhan lives to promote the evil ways of his god. Should he ever commit a good deed, he will find himself unquestioningly excommunicated. If the church allows him to live (which is not likely), he becomes forevermore a normal fighter.

Arrikhans favor light armor because of its low encumbrance, often using exotic hides or breastplated furs for their protection. Their weapons tend to do the maximum amount of physical destruction (morning stars predominate).

Wisdom is the prime requisite of an arrikhan. A score of 14 adds 5% to earned experience, a score of 15 adds 10%, a score of 16 adds 15%, a score of 17 adds 20%, and a score of 18 or greater adds 25%. Arrikhans receive spell bonuses and chances of spell failure according to their wisdom scores as clerics do (see *Players Handbook*, p. 11, Wisdom Table II: Adjustments for Clerics).

Arrikhans can use any magic items except those usable only by magic-users or illusionists. An arrikhan with sufficient funds can build a stronghold at any time. Thereafter, he has a cumulative 5% chance per month beginning with the completion of the stronghold of attracting followers. Arrikhan Table III shows the type of followers attracted.

The special abilities of an arrikhan are:

1. Saving throws against good magic at +1 for each two levels (+1 at 1st and 2nd level, +2 at 3rd and 4th level, etc.). Good magic includes any spells cast by good NPCs or monsters and any effects of magic items that are intrinsically good or that are used by good beings.

2. At 3rd level and above, affecting undead as a cleric of two levels below the level of the arrikhan (1st-level ability at 3rd level, 2nd-level ability at 4th level, etc.). The arrikhan can turn the un-

dead or ally them with himself as desired. The ability has no effect on devils, demons, or other extraplanar creatures — it only affects undead.

3. Hit and damage bonuses of +1 per level when fighting against good opponents. The arrikhan must be aware of the good alignment for these bonuses to apply.

4. A 10% chance per level to identify plants and animals, automatic at 10th level and above.

5. At 5th level and above, the ability to call for a warhorse that magically appears near the arrikhan. The mount has a 5% chance per level of being a nightmare of maximum hit points; otherwise, it is a normal heavy warhorse, AC 5, HD 5 + 5, NE. The mount will serve faithfully unto death, but only two such horses can be called in the arrikhan's lifetime.

6. The ability to torture helpless victims. This torture requires special instruments (restraints, hot irons, salt and other caustic chemicals and irritants, etc.). The creature being tortured must make a saving throw against its constitution score (rolling its constitution or less on a 3d6 roll) during each turn of torture; otherwise, it will reveal any information that the arrikhan wishes to know. Torture damage accrues at 1-4 points per round. Player characters cannot be tortured for information in this manner, but may be harmed.

7. Spell use at 7th level and above. Arrikhan Table II shows the number and level of such spells. Halflings of the arrikhan class, unable to learn cleric spells, cannot advance past 6th level; dwarves of the arrikhan class, unable to learn druid spells, cannot advance past 10th level.

8. Detection of good in a radius of 50' + 5' per level, revealing only the general direction of the good source and requiring unbroken concentration.

9. The use of certain thief functions at a level of ability equal to half the level of the arrikhan (1st-level ability at 1st and 2nd level, 2nd-level ability at 3rd and 4th level, etc.). The functions include *find/remove traps*, *move silently*, and *hide in shadows*. Racial bonuses do not apply.

10. A 15% chance per level to identify pure water or nonpoisonous wild foods, automatic at 7th level and above.

11. The ability to concoct ingestive poisons and their antidotes from natural herbs and roots. Arrikhan Table IV shows the possible poisons and antidotes and their concoction times. This ability assumes the availability of proper herbs and roots.

The strictures of an arrikhan are:

1. Referring to his god only by his titles or as "arriman" ("beast-lord"), except when the god's name must be used (rituals, ceremonies, proselytization, etc.). The oinodaemon is the usual deity worshipped.

2. Forbidden accumulation of wealth or treasure. All plunder must go to the church, which might or might not award part of that plunder to the arrikhan as a reward for his deeds.

Arrikhan Table I

Experience points	Experience level	Hit points	Level title
0— 2,500	1	d8 + 1	Beasteye
2,501— 5,500	2	2d8 + 2	Beastarm
5,501— 11,500	3	3d8 + 3	Beastheart
11,501— 24,000	4	4d8 + 4	Arrikhan
24,001— 58,000	5	5d8 + 5	Arrikhan
58,001— 125,000	6	6d8 + 6	Arrikhan
125,001— 215,000	7	7d8 + 7	Arrikhan
215,001— 325,000	8	8d8 + 8	Arrikhan
325,001— 650,000	9	9d8 + 9	Arrikhan
650,001— 975,000	10	9d8 + 12	Arrikhan
975,001— 1,300,000	11	9d8 + 15	Arrikhan

Arrikhans gain one level per 325,000 experience points above 8th level.

Arrikhans gain 3 hit points per level above 9th level.

Arrikhan Table II: Spells usable by experience level

Arrikhan level	Cleric spell level			Druid spell level		
	1	2	3	1	2	3
7	1	—	—	—	—	—
8	2	—	—	—	—	—
9	2	1	—	—	—	—
10	2	2	1	—	—	—
11	2	2	2	1	—	—
12	3	2	2	1	—	—
13	4	3	2	1	1	—
14	4	4	3	2	1	—
15	5	4	3	2	1	1
16	6	5	4	2	2	1
17	6	6	5	3	2	1
18	6	6	6	3	2	2
19	6	6	6	3	3	2
20	6	6	6	3	3	2
21*	6	6	6	3	3	3

* — Maximum spell-casting ability.

Arrikhans acquire and cast cleric spells and druid spells in the same way that clerics and druids do, by meditation and prayer. Arrikhans can cast all cleric spells, and can use the same druid spells that are available to myrikhans (see above).

Arrikhan Table III: Followers

Dice roll	Type of follower
01-08	1-10 thieves of 1st level
09-15	1-8 thieves of 1st-2nd level
16-21	1-6 thieves of 1st-4th level
22-26	1-4 thieves of 2nd-5th level
27-30	1-2 thieves of 3rd-6th level
31-33	1 thief of 4th-7th level
34-37	1-4 assassins of 1st-2nd level
38-40	1 assassin of 3rd-6th level
41-44	1-2 magic-users of 1st level
45-46	1 illusionist of 1st level
47-48	1-2 clerics of 1st level
49-56	4-40 0-level men-at-arms of 1-6 hp each
57-63	1-10 fighters of 1st level
64-69	1-8 fighters of 1st-4th level
70-74	1-6 fighters of 2nd-5th level
75-78	1-4 fighters of 3rd-6th level
79-81	1-2 fighters of 4th-7th level
82-83	1 death dog
84-85	1 ettercap plus spiders (see subtable below)
86-87	1 forlarren
88-90	20-200 grimlocks plus females and young
91-92	1-4 fomorian giants
93-94	1 night hag
95-96	1-6 wyverns
97-98	1-4 NPCs of any neutral evil-aligned class or subclass
99	special* (see subtable below)
00	DM's choice

* — Only arrikhans of 9th level or above may have special followers. Reroll in other cases.

Spider subtable

Dice roll	Type of spider
01-18	10-40 tarantulas*
19-36	2-40 trap-door spiders*
37-54	2-8 wolf spiders**
55-72	2-12 lynx spiders**
73-90	1-6 black widow spiders***
91-93	1-8 giant spiders**
94-96	1-12 huge spiders**
97-99	2-20 large spiders*
00	1-4 phase spiders***

Roll on this subtable once for each 10 hp of the ettercap (1 roll for

5-10 hp, 2 rolls for 11-20 hp, etc.). Asterisks indicate the relative toxicity of the spider's poison — one asterisk representing mild poison, three representing fatally strong poison.

Special follower subtable

Die roll	Type of follower
1	1 fog giant
2	1 mezzodaemon
3	1 nycadaemon
4-5	1 skeleton warrior plus 10-29 skeletons
6	1 lich

Beginning with the completion of a stronghold, an arrikhan has a cumulative 5% chance per month of attracting followers. When a follower is indicated, the DM rolls to determine the type of follower and, if necessary, the race of the follower.

Followers can never have levels or hit dice greater than the level of the arrikhan. If such followers are rolled, disregard them. All followers of an arrikhan are neutral evil.

Arrikhan Table IV: Poisons and antidotes

Arrikhan level	Poison/antidote type		
	Venom	Bane	Toxin
1	5%	—	—
2	10%	—	—
3	15%	3%	—
4	20%	6%	—
5	25%	9%	2%
6	30%	12%	4%
7	35%	15%	6%
8	40%	18%	8%
9	45%	21%	10%
10	50%	24%	12%
11	55%	27%	14%
12	60%	30%	16%
13	70%	35%	18%
14	80%	40%	20%
15	90%	45%	22%
16*	100%	50%	25%

* — Maximum poison concoction ability.

Concoction times: Venom, 5-40 rounds; Bane, 10-100 rounds; Toxin: 2-5 hours.

Percentages on the table above indicate an arrikhan's chance to concoct one dose of a venom, bane, or toxin at a certain level. The success or failure of the concoction remains unknown until the concoction time has fully elapsed. Venoms deliver 1-4 points of damage per round to a maximum of 4-24 points, unless the victim makes a normal saving throw vs. poison. Banes deliver 1-10 points of damage per round to a maximum of 10-60 points unless the victim makes a saving throw at -2. Toxins cause death in 1-4 segments unless the victim makes a saving throw at -5. Antidotes of the proper type take effect in 1-4 segments. Antidotes neutralize only the same type of poison (e.g., a venom antidote will neutralize venom but not bane or toxin).

... The forest thinned and became a sea of thorns. Beyond it, Aan saw the ominous towers of Castle Gulgazh, the last rays of the sun bleeding red around their edges.

Aan reined his horse up and stared silently at the sight before him. The drawbridge lay open. Hanging from chains in the entryway, the body of Gulgazh swayed in the evening breeze, his unhelmed head matted with blood. Deep knife gouges in the dark breastplate sent chills through Aan — Gulgazh bore the crossed-guandlet sigil of the paremandyr, Fein. With Gulgazh dead, on whom would Fein next prey?

Aan knew all too well. His right hand strayed to his sword hilt as he eyed the forest warily. Slowly he turned his mount around and forged back the way he came. The sun vanished soon after. Only the moon, massive and orange, remained.