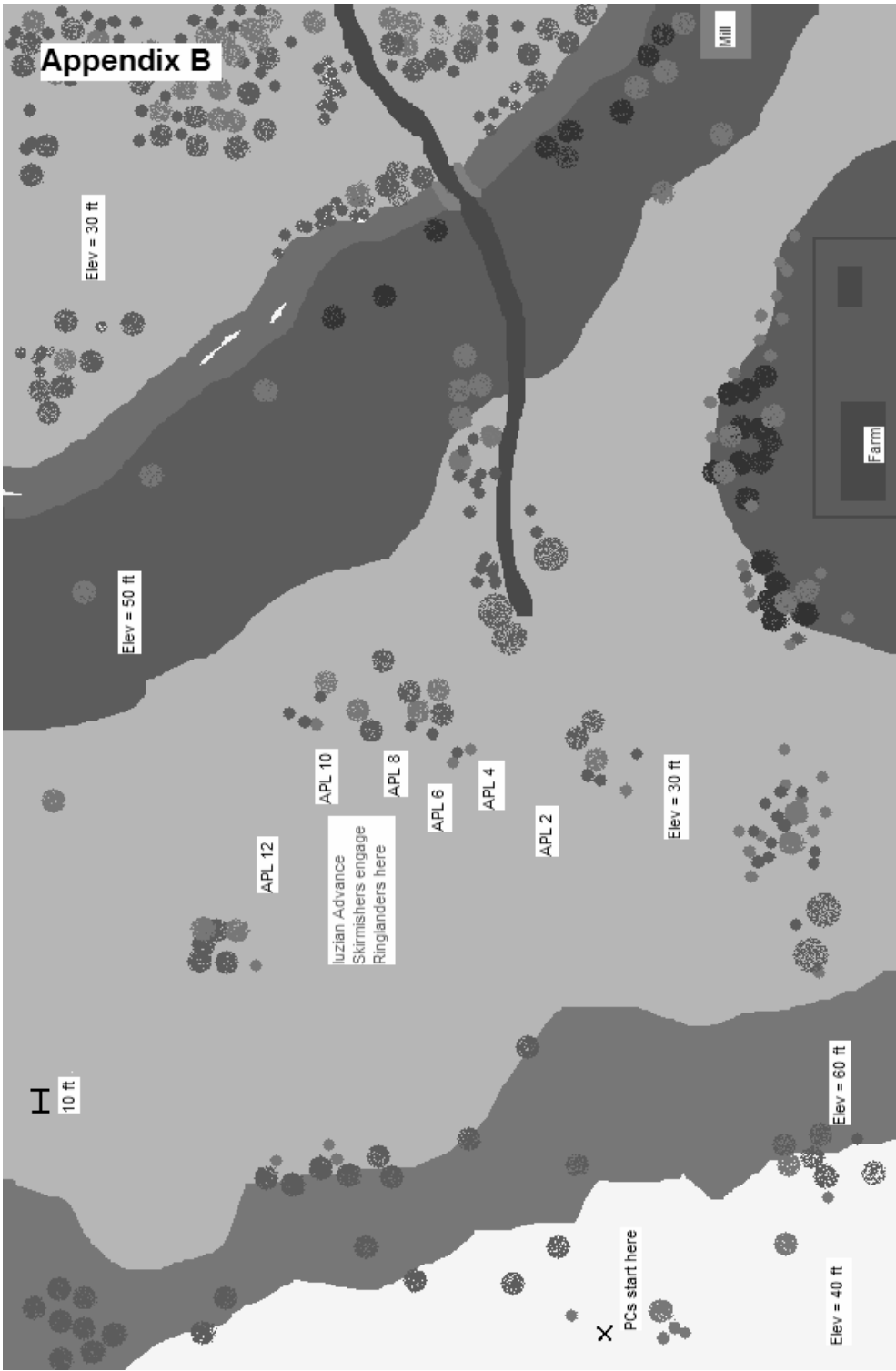


SHL6-06

# Iuz Strikes Back

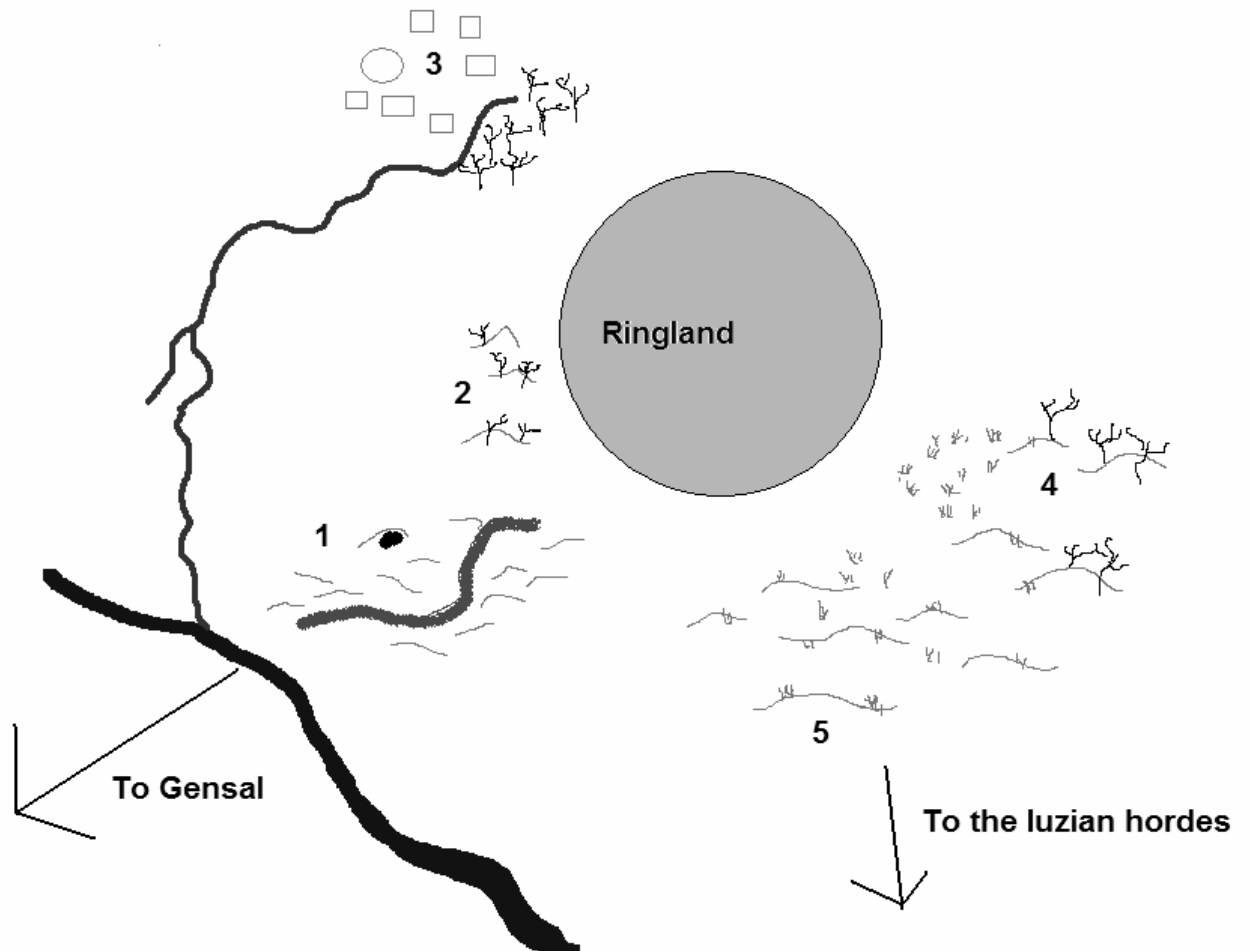
by Joshua B. Grace

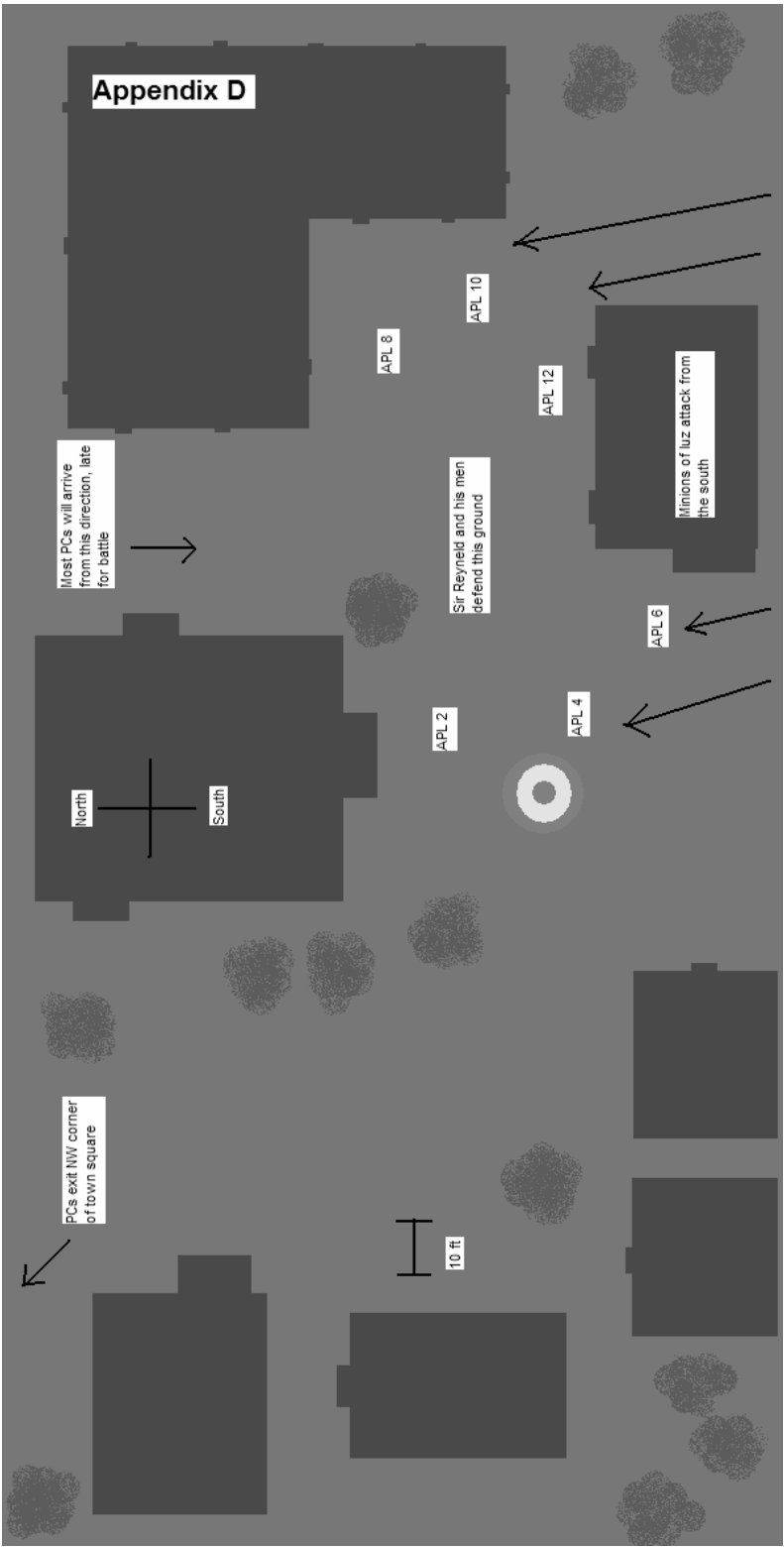
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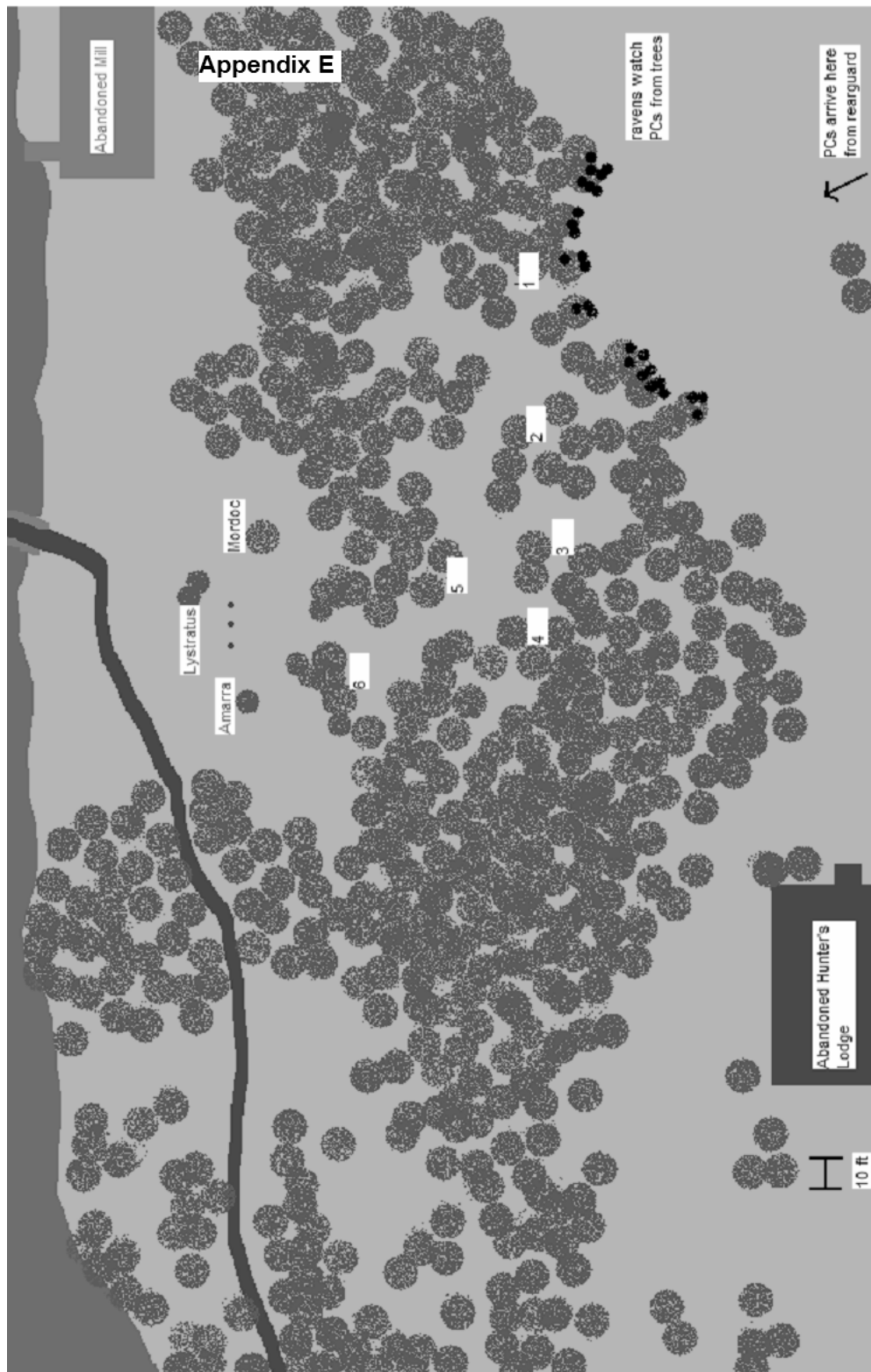
## Appendix C

### Appendix C





## Appendix E



## Appendix G: New Rules Items

### New Prestige Classes

#### Exotic Weapon Master

*Complete Warrior* page 30.

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most exotic weapon masters are human, because members of that race have the most exposure to new cultures and thus the most opportunity to take up exotic weapons.

NPC exotic weapon masters often open training arenas or schools for those interested in learning to fight with unusual weapons or tactics. They often take levels in other prestige classes and can be found as champions or leaders among bands of warriors.

**Hit Die:** d10.

Table 2-9:

The Exotic  
Weapon  
Master

Level	Base Attac k	Fort Save	Ref Save	Will Save	Special
Bonus					
1 <sup>st</sup>	+1	+2	+0	+0	Exotic weapon stunt
2 <sup>nd</sup>	+2	+3	+0	+0	Exotic weapon stunt
3 <sup>rd</sup>	+3	+3	+1	+1	Exotic weapon stunt

#### Requirements

To become an exotic weapon master, a character must fulfill the following criteria.

**Base Attack Bonus:** +6.

**Skills:** Craft (weaponsmithing) 3 ranks.

**Feats:** Exotic Weapon Proficiency (any exotic weapon), Weapon Focus (any exotic weapon).

**Special:** Races that have familiarity with an exotic weapon (such as the dwarf's familiarity with the dwarven waraxe and the dwarven urgosh) are considered to have the Exotic Weapon Proficiency feat for the purpose of meeting the requirements for this class.

#### Class Skills

The exotic weapon master's class skills (and the key abilities for each skill) are Craft (Int), Intimidate (Cha), and Profession (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

#### Class Features

All the following are class features of the exotic weapon master prestige class.

**Weapon and Armor Proficiency:** Exotic weapon masters gain no proficiency with any weapon or armor.

**Exotic Weapon Stunt (Ex):** At each level, an exotic weapon master learns a special trick that he can use with any exotic weapon for which he has the Weapon Focus feat. He must select the trick learned when he gains the level, and once selected, the choice cannot later be changed. He can't select the same stunt more than once.

**Close-Quarters Ranged Combat:** A character who knows this stunt doesn't provoke an attack of opportunity when using an exotic ranged weapon.

**Double Weapon Defense:** When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

**Exotic Reach:** When wielding an exotic weapon with reach, the character may make an attack of opportunity against a foe that provokes such an attack even if the foe has cover (but not total cover).

**Exotic Sunder:** When wielding a one-handed or two-handed exotic weapon, the character deals an extra 1d6 points of damage on any successful sunder attempt.

**Flurry of Strikes:** When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a –2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be made with either end of the double weapon.

**Ranged Disarm:** The character can make a disarm attempt even on a ranged attack. Such an attack provokes no attack of opportunity (except as normal for using a ranged weapon). For the purpose of this disarm attempt, treat the character's ranged weapon as a light weapon. If the character fails this disarm attempt, the defender can't attempt to disarm him.

**Show Off:** As a standard action, the character can display his mastery with an exotic weapon and

confound his opponent. The character may make an Intimidate check against a single opponent within 30 feet that can see him, adding his base attack bonus to the result. If the result exceeds the opponent's modified level check (see the skill description on page 76 of the *Player's Handbook*), the opponent becomes shaken (-2 penalty on attack rolls, ability checks, and saving throws) for 1 round per class level of the exotic weapon master.

**Stunning Blow:** If the character has the Stunning Fist feat, he can utilize the feat while wielding an exotic melee weapon.

**Throw Exotic Weapon:** The character can throw an exotic weapon with no penalty on the attack roll, even if it isn't designed to be thrown (such as an orc double axe or a spiked chain). When he throws a double weapon, only one end of the weapon (character's choice) can strike the target. Exotic weapons thrown in this way have a range increment of 10 feet.

**Twin Exotic Weapon Fighting:** When wielding the same light exotic weapon in each hand, the character is treated as having the Two-Weapon Fighting feat. If he already has the feat, the penalties on attack rolls are lessened to -1 for both the primary hand and the off hand when fighting in this manner.

**Trip Attack:** The character can use a one-handed or two-handed exotic weapon to make a trip attack. If he is tripped during his own attempt, he can drop the weapon to avoid being tripped. If the exotic weapon already allows its wielder to make trip attacks, the character instead adds a +2 bonus on any trip attempt.

**Uncanny Blow:** When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x1-1/2. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

## Fatespinner

*Complete Arcane* page 37

Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a

particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

**Adaptation:** Adapting this class to other methods of play might include the idea of draining luck from NPCs, and using that drained luck as stored spin. However, determining the method whereby this luck is drained that doesn't merely allow the fatespinner to always have a method of rejuvenating his spin is tricky. This effect could potentially be tied to the fickle finger of fate ability; if the fatespinner successfully uses this ability, he gains 1 additional point of spin that he must use within 1 round (he can't store it). This ability should be usable only once per day.

**Hit Die:** d4.

**Table 2-9: The Fatespinner**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Spin fate
2 <sup>nd</sup>	+0	+0	+0	+3	Fickle finger of fate
3 <sup>rd</sup>	+1	+1	+1	+3	Spin destiny
4 <sup>th</sup>	+1	+1	+1	+4	Deny fate, resist fate
5 <sup>th</sup>	+2	+1	+1	+4	Seal fate

## Requirements

To qualify to become a fatespinner, a character must fulfill all the following criteria.

**Skills:** Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

**Spells:** Able to cast 4<sup>th</sup>-level arcane spells, including at least one divination spell of 1<sup>st</sup> level or higher.

## Class Skills

The fatespinner's class skills (and the key abilities for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana)(Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the fatespinner prestige class.

**Weapon and Armor Proficiency:** Fatespinners gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** At each level except 5<sup>th</sup>, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

**Spin Fate (Ex):** A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5<sup>th</sup>-level wizard/3<sup>rd</sup>-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

**Fickle Finger of Fate (Ex):** On reaching 2<sup>nd</sup> level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it’s higher or lower than the original roll.

**Spin Destiny (Ex):** Beginning at 3<sup>rd</sup> level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell’s save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

**Deny Fate (Ex):** At 4<sup>th</sup> level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

**Resist Fate (Ex):** A fatespinner of 4<sup>th</sup> level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it’s worse than the original roll.

**Seal Fate (Su):** A 5<sup>th</sup>-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn’t work but the use for the day is not wasted. This effect only lasts for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature’s fate is no longer sealed.

## Occult Slayer

*Complete Warrior* page 66.

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace the calling, but bards and paladins find the occult slayer’s preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult players seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult players discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. Otherwise, the occult player operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult players display, a candidate for his prestige class must be chosen and trained by another occult player who is willing to share her secrets.

**Hit Die:** d8.

**Table 2-25: The Occult Slayer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Magical defense +1, weapon bond
2 <sup>nd</sup>	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 <sup>rd</sup>	+3	+1	+1	+3	Auravision, magical defense +2
4 <sup>th</sup>	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 <sup>th</sup>	+5	+1	+1	+4	Blank thoughts, magical defense +3

### Requirements

To qualify to become an occult player, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

**Feats:** Improved Initiative, Weapon Focus (any weapon).

### Class Skills

The occult player's class skills (and the key abilities for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana)(Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the occult player prestige class.

**Weapon and Armor Proficiency:** Occult players are proficient with all simple and martial weapons and all armor and shields.

**Magical Defense (Ex):** An occult player's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increases to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult player must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult player loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult player must spend one day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** Starting at 2<sup>nd</sup> level, an occult player can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult player level + 5). An occult player can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult player who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

**Auravision (Su):** At 3<sup>rd</sup> level, an occult player gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

**Nondetection Cloak (Su):** Upon reaching 4<sup>th</sup> level, an occult player (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult player gains magical protection from divinations equivalent to a *nondetection* spell (caster level equals the character's occult player level), except that it affects only the occult player and her possessions.

**Blank Thoughts (Ex):** At 5<sup>th</sup> level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

## Wild Mage

*Complete Arcane* page 68.

Magic is one of the most capricious and unpredictable of all natural or supernatural forces in the universe. Attempts to codify spellcasting through arcane formulas, or to impose order on magic through the force of will, are essentially pointless—or so wild mages believe. Instead, those who would truly master magic must forget what they know and abandon their willful control of the arcane. Within this paradox lies the awesome power of wild magic.

The wild mage aspires to cast spells without structure. By taking the risk of substituting an element of randomness, she gives up the safe predictability of other spellcasters. This risk allows for the potential of power greater than other casters can hope for. Of course, she also risks the potential for less power, but what is magic if not risky? Chaos is strong, and her amgic often carries her to heights of power that other casters cannot reach—but chaos is also fickle, and her spells sometimes fall short of her expectations. In addition, from time to time her spells unfold in spectacular wild surges that might prove catastrophic to the wild mage and her companions. The wild mage accepts this as the price of her convictions.

Sorcerers are naturally intrigued by the study of wild magic. The act of unchaining their spells from the safeguards and controls built into these time-honored formulas appeals to many of them. One might suppose that few wizards would be drawn to the spontaneity and unpredictability of wild magic, but in fact many wizards to become wild mages, seeking to explore and harness the power of chaos.

Wild mages tend to be solitary innovators. They have little contact with their fellow spellcasters, since wild magic can't really learn from them. Rumors persist of a secretive Prismatic Cabal of wild mages who cloister themselves within the depths of Limbo to experience of chaos firsthand.

Capricious and powerful, NPC wild mages act much like chaotic sorcerers and wizards. Some are heroes who join parties crusading against tyranny and evil, while others are villains who revel in the chaos of destruction and disaster. A few wild mages (generally not good-aligned ones) believe that the power of their magic increases as the amount of chaos and uncertainty in the world around them rises, and

therefore they bend their efforts toward instigating catastrophes of all kinds.

**Adaptation:** A twist on this class might include the concept that wild mages do not so much exploit instabilities in the magic as create those instabilities themselves with their skewed technique. The proliferation of such casting could possibly lead to geographic or ecological consequences that are strange at the least, or, at worst, stepping stones to disaster.

**Hit Die:** d4.

**Table 2-22: The Wild Mage**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+2	+0	Wild magic
2 <sup>nd</sup>	+1	+0	+3	+0	Random deflector 1/day
3 <sup>rd</sup>	+1	+1	+3	+1	Student of chaos
4 <sup>th</sup>	+2	+1	+4	+1	—
5 <sup>th</sup>	+2	+1	+4	+1	Random deflector 2/day
6 <sup>th</sup>	+3	+2	+5	+2	Chaotic mind
7 <sup>th</sup>	+3	+2	+5	+2	—
8 <sup>th</sup>	+4	+2	+6	+2	Random deflector 3/day
9 <sup>th</sup>	+4	+3	+6	+3	Reckless dweomer
10 <sup>th</sup>	+5	+3	+7	+3	Wildstrike

## Requirements

To qualify to become a wild mage, a character must fulfill all the following criteria.

**Alignment:** Any chaotic.

**Skills:** Knowledge (the planes) 4 ranks, Spellcraft 8 ranks, Use Magic Device 4 ranks.

**Feats:** Magical Aptitude, any metamagic feat.

**Spells or Spell-Like Abilities:** Arcane caster level 1<sup>st</sup>.

## Class Skills

The wild mage's class skills (and the key abilities for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (all skills, taken individually)(Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the wild mage prestige class.

**Weapon and Armor Proficiency:** Wild mages gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** At each level, a wild mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming a wild mage, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

**Wild Magic:** A wild mage casts spells differently from any other arcane spellcaster. She reduces her caster level by 3 for all spells she casts from now on. However, every time she casts a spell, her use of wild magic adds 1d6 to her adjusted caster level. For example, an 8<sup>th</sup>-level sorcerer/1<sup>st</sup>-level wild mage has a base caster level of 6<sup>th</sup>, not 9<sup>th</sup>, but her actual caster level varies from 7<sup>th</sup> to 12<sup>th</sup> for every spell she casts. Caster level affects all level-based variables of a spell, including spell penetration checks.

**Random Deflector (Su):** At 2<sup>nd</sup> level and higher, a wild mage has the ability to protect herself from certain attacks with this ability. Using this ability is an immediate action (see page 86), which means that a wild mage activates it when it is not her turn. When activated, the random deflector lasts until the beginning of the wild mage's next turn.

The random deflector redirects ranged attacks, ranged touch attacks, and individually targeted spells (spells designating the wild mage as the sole target, but not area spells striking an area in which she happens to be the sole target) so that they instead attack or affect a random target within 20 feet of the wild mage. A wild mage includes herself and her allies among the possible new targets. Any creature targeted by a deflected attack is attacked or affected normally, so an attack roll is made normally against the new target's AC, the new target receives a saving throw if a spell or effect allows one, and so on. A wild mage can use this ability once per day at 2<sup>nd</sup> level, two times per day at 5<sup>th</sup> level, and three times per day at 8<sup>th</sup> level.

**Student of Chaos (Ex):** Whenever a wild mage of 3<sup>rd</sup> level or higher uses a magic item that offers a randomly determined effect (such as a *bag of tricks* or *rod of wonder*), she can roll twice and choose between the two results. If a random roll is made only once to determine the nature or contents of a device (for

example, a *robe of useful items* or an *iron flask*), a wild mage gains no special advantage.

**Chaotic Mind (Su):** When a wild mage reaches 6<sup>th</sup> level, the power of chaos infuses her mind. She gains immunity to *confusion* and *insanity* spells and effects, and she is shielded by a continuous nondetection effect (as the spell).

**Reckless Dweomer (Su):** At 9<sup>th</sup> level and higher, a wild mage knows how to spontaneously convert her own spell energy into random, unpredictable results. As a standard action, she can eliminate a prepared spell or spell slot of at least 1<sup>st</sup> level to create an effect similar to that of activating a *rod of wonder*. The character's student of chaos ability (see above) applies when she uses her reckless dweomer ability. See page 237 of the *Dungeon Master's Guide* for details on the *rod of wonder*.

**Wildstrike (Sp):** At 10<sup>th</sup> level, a wild mage gains the ability to make a *wildstrike* once per day. A *wildstrike* affects a single creature within 60 feet, surrounding the creature in an aura of shimmering rainbow colors for 2d6 rounds. Spell resistance applies, but the target receives no saving throw. While a *wildstrike* is in effect, there is a 50% chance each time the affected creature casts a spell or uses a spell-like ability that its intended action fails. Instead, the creature rolls as if it had activated a *rod of wonder* (see page 237 of the *Dungeon Master's Guide*).

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## New Feats

### Black Lore of Moil [Metamagic]

*Complete Arcane* page 75.

Your study of the sinister knowledge and spellcasting techniques of the long-dead Nightlords of Moil makes your necromancy spells especially potent.

**Prerequisites:** Spell Focus (necromancy), caster level 7<sup>th</sup>.

**Benefit:** Any necromancy spell you cast can be cast instead as a Moilian spell, dealing an extra 1d6 points of damage per two spell levels (+1d6 for 1<sup>st</sup>-level spells, +2d6 for 2<sup>nd</sup>- or 3<sup>rd</sup>-level spells, and so on). If the spell normally allows a saving throw, the target takes half the negative energy damage on a successful save, regardless of the outcome of the save on the spell's normal effect.

In addition to its normal spell components, a Moilian spell requires the creation and expenditure of a Moilian runebone—a small human bone (often a finger bone) scribed with carefully prepared arcane markings. Only a character trained in the Black Lore of Moil knows the secrets of creating a runebone, which takes 1 hour to craft and requires special inks and powders costing 25 gp per die of negative energy damage to be generated. For example, a runebone

capable of adding 3d6 points of negative energy damage to a spell costs 75 gp to craft.

While the maximum negative energy damage dealt by a Moilian spell is based on the spell's level, the actual damage is limited by the runebone. For example, if a sorcerer casts *finger of death* (a 7<sup>th</sup>-level spell, so normally +4d6) with a 75-gp runebone (3d6), the spell deals only 3d6 points of additional negative energy damage.

A Moilian spell uses a spell slot of the spell's normal level.

### Born of the Three Thunders [Metamagic]

*Complete Arcane* page 76.

You have learned to marry the power of lightning and thunder in your electricity and sonic spells.

**Prerequisites:** Knowledge (nature) 4 ranks, Energy Substitution (electricity).

**Benefit:** When you cast a spell with either the electricity descriptor or the sonic descriptor that deals hit point damage, you can declare that spell to be a spell of the three thunders, with half its damage dealt as electricity damage and half dealt as sonic damage. In addition, the spell concludes with a mighty thunderclap that stuns all creatures that take damage from the spell for 1 round unless they succeed on a Fortitude save, then knocks stunned creatures prone unless they succeed on a Reflex save (both saves at the same DC as the base spell). Channeling the three thunders is costly, though, and you are automatically dazed for 1 round after doing so.

A three thunders spell uses a spell slot of the spell's normal level. In addition, its descriptor changes to include both energy types—for example a *lightning bolt* of the three thunders is an evocation [electricity, sonic] spell.

### Divine Metamagic [Divine]

*Complete Divine* page 80.

You can channel energy into some of your divine spells to make them more powerful.

**Prerequisite:** Ability to turn undead or rebuke undead.

**Benefit:** When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because

you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

**Special:** This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

### Divine Spell Power [Divine]

*Complete Divine* page 80.

You can channel positive or negative energy to enhance your divine spellcasting ability.

**Prerequisites:** Ability to turn or rebuke undead, able to cast 1<sup>st</sup>-level divine spells.

**Benefit:** You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a –1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

### Energy Substitution [Metamagic]

*Complete Arcane* page 79.

You can modify an energy-based spell to use another type of energy instead.

**Prerequisite:** Knowledge (arcana) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time.

### Practiced Spellcaster [General]

*Complete Arcane* page 82.

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your

caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup>-level sorcerer/3<sup>rd</sup>-level fighter who selects this feat would increase his sorcerer caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9<sup>th</sup> (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4<sup>th</sup>-level cleric/5<sup>th</sup>-level wizard who had selected this feat twice would cast cleric spells as an 8<sup>th</sup>-level caster and wizard spells as a 9<sup>th</sup>-level caster.

### Split Ray [Metamagic]

*Complete Arcane* page 83.

Your ray spells can affect an additional target.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray uses a spell slot two levels higher than the spell's actual level.

### Sudden Maximize [Metamagic]

*Complete Arcane* page 83.

You can cast a spell to maximum effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specifically preparing it ahead of time. You can still use Maximize Spell normally if you have it.

## New Spells

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### Briar Web

Transmutation

**Level:** Druid 2, ranger 2

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** Medium (100ft.+10ft./level)

**Area:** 40-ft.-radius spread

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

### Corona of Cold

Evocation [Cold]

**Level:** Cleric 3, druid 3

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

You are surrounded by a protective aura of cold that also causes damage to others within its radius. You gain resistance to fire 10.

Starting in the round you cast the spell, *corona of cold* also deals 1d12 points of cold damage each round at the beginning of your turn to all other creatures within the area. A successful save prevents the damage caused by the spell in that round, but does not prevent damage in future rounds. Creatures damaged by the spell shiver uncontrollably, taking a –2 penalty to their Strength and Dexterity and moving at half speed for as long as they remain within the area; these penalties do not stack with consecutive rounds of damage or additional *corona of cold* spells.

### Curse of Impending Blades, Mass

Necromancy

**Level:** Bard 3, ranger 3, sorcerer/wizard 3

**Components:** V,S,M/DF

**Casting Time:** 1 standard action

**Range:** Medium (100ft.+10ft./level)  
**Targets:** Enemies in a 20-ft.-radius burst  
**Duration:** 1 minutes/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

The targets of the spell have a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subjects take a –2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse* or *wish* spell.

**Arcane Material Component:** A nail through a piece of leather.

### Defenestrating Sphere

Evocation [Air]  
**Level:** Sorcerer/wizard 4  
**Components:** V,S,F  
**Casting Time:** 1 standard action  
**Range:** Medium (100ft.+10ft./level)  
**Effect:** 2-ft.-radius sphere  
**Duration:** 1 round/level (D)  
**Saving Throw:** Fortitude partial; see text  
**Spell Resistance:** Yes

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round and winks out if it exceeds the spells range.

**Focus:** A gray pearl worth at least 100 gp.

### Deific Vengeance

Conjuration (Summoning)

**Level:** Cleric 2, Purification 2  
**Components:** V,S,DF  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft.+5 ft./2 levels)  
**Target:** One creature

**Duration:** Instantaneous  
**Saving Throw:** Will half  
**Spell Resistance:** Yes

This spell deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead.

### Dimension Door, Greater

Conjuration [Teleportation]  
**Level:** Sorcerer/wizard 5  
**Range:** Touch  
**Target:** You and touched objects or other touched willing creatures  
**Duration:** 1 round/2 levels  
This spell functions like *dimension door* (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

### Divine Sacrifice

Evocation  
**Level:** Blackguard 1, paladin 1  
**Components:** V,S  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

### Earthen Grasp

Transmutation [Earth]  
**Level:** Sorcerer/wizard 2  
**Components:** V,S,M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft.+5 ft./2 levels)  
**Effect:** Animated earthen arm  
**Duration:** 2 rounds/level  
**Saving Throw:** None  
**Spell Resistance:** Yes  
You bring forth from the ground an arm made of dense, compacted earth or soil that can grapple your foes. You can cause the arm to rise only out of earth, mud, grass, or sand, and the spell fails if you attempt to

cast it in an area with the wrong materials (including stone).

Treat the arm as a Medium creature, with a base attack bonus equal to your caster level and a Strength score of 14 +2 per three caster levels (16 at 3<sup>rd</sup> level, 18 at 6<sup>th</sup> level, and so on). The arm doesn't move from the square it appears in, but can make one grapple attempt per round against any creature in its square or adjacent square. Doing so does not provoke attacks of opportunity. If the arm can target multiple creatures, you choose one. If you are unable to choose a target, the arm attacks a random creature within reach (possibly including your allies). Each round when it successfully pins a target, the hand deals lethal damage equal to 1d6 points + its Str modifier.

The earthen arm has AC 15, hardness 4, and 3 hit points per caster level. If reduced to 0 or fewer hit points, it crumbles to dust.

*Material Component:* A miniature hand sculpted from clay.

### Enrage Animal

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Druid 1, ranger 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft.+10 ft./level)

**Target:** One animal

**Duration:** Concentration +1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*Enrage animal* affects only creatures of the animal type and bestows a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a –2 penalty to Armor Class. This effect is otherwise identical to a barbarian's rage (PH 25), except the animal is not fatigued at the end of the rage.

### Fist of Stone

Transmutation [Earth]

**Level:** Sorcerer/wizard 1

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength

bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal –5 penalty, or a –2 penalty if you have the Multiattack feat (MM 304), as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

*Material Component:* A pebble inscribed with a stylized fist design.

### Nerveskitter

Transmutation

**Level:** Sorcerer/wizard 1

**Components:** V,S

**Casting Time:** 1 immediate action

**Range:** Close (25 ft.+5ft./2 levels)

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** None (harmless)

**Spell Resistance:** Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

### Orb of Cold

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 4

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Close (25 ft.+5ft./2 levels)

**Effect:** One orb of cold

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** No

An orb of cold about 3 inches across shoots from your palm at its target, dealing 1d6 points of cold damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes blinded for 1 round. A successful Fortitude save negates the blinded effect but does not reduce the damage.

### Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 1

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Close (25 ft.+5ft./2 levels)

**Effect:** One orb of electricity

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1<sup>st</sup>, your orb deals an additional 1d8 points of damage: 2d8 at 3<sup>rd</sup> level, 3d8 at 5<sup>th</sup> level, 4d8 at 7<sup>th</sup> level, and the maximum of 5d8 at 9<sup>th</sup> level or higher.

### Phantasmal Assailants

Illusion (Phantasm) [Fear, Mind-Affecting]

Conjuration (Creation) [Cold]

**Level:** Sorcerer/wizard 2

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** Close (25 ft.+5ft./2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will disbelief (if interacted with), then Fortitude half; see text

**Spell Resistance:** Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

### Reciprocal Gyre

Abjuration

**Level:** Sorcerer/wizard 5

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft.+10 ft./level)

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will half, then Fortitude negates; see text

**Spell Resistance:** No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spells can be.

**Material Component:** A tiny closed loop of copper wire.

### Recitation

Conjuration (Creation)

**Level:** Cleric 4, Purification 3

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

**Divine Focus:** In addition to your holy symbol, this spell requires a sacred text as a divine focus.

### Resurgence

Abjuration

**Level:** Blackguard 1, cleric 1, paladin 1

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any

conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word, stun*), then *resurgence* won't help the subject recover.

### Shadow Binding

Illusion (Shadow)

**Level:** Sorcerer/wizard 3

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Close (25 ft.+5 ft./2 levels)

**Area:** 10-ft.-radius burst

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a *shadow binding* requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full-round action.

*Material Component:* A few links of iron chain.

### Stun Ray

Conjuration (Creation) [Electricity]

**Level:** Sorcerer/wizard 7

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Close (25 ft.+5 ft./2 levels)

**Effect:** Ray

**Duration:** 1d4+1 rounds; see text

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

You blast an enemy with a scintillating ray of electricity. You must succeed on a ranged touch attack with the ray to strike a target. The target is stunned for 1d4+1 rounds by the ray of electricity. If the subject makes a successful Fortitude save, it is stunned for only 1 round. Creatures that have immunity to electricity are not affected by this spell.

*Material Component:* A coiled copper wire.

### Tremor

Evocation [Earth]

**Level:** Cleric 3, druid 3

**Components:** V,S,DF

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** 40-ft.-radius spread

**Duration:** 1 round/3 levels

**Saving Throw:** See text

**Spell Resistance:** No

This minor quake is not strong enough to damage structures. The effect lasts for 1 round per three caster levels, during which time any spellcaster on the ground in the area must succeed on a Concentration check (DC 15 + spell level) or lose any spell she is casting. A creature attempting to use a skill that would provoke attacks of opportunity (such as Disable Device, Heal, Open Lock, and Use Rope, among others) must succeed on a DC 15 Concentration check, or the action automatically fails and is wasted. Each creature in the area must make a Reflex save each round or be knocked prone.

### Vigor, Mass Lesser

Conjuration (Healing)

**Level:** Cleric 3, druid 3

**Components:** V,S

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Target:** One creature/2 levels, no two of which are more than 30 ft. apart

**Duration:** 10 rounds + 1 round/level (max 25 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subjects gain fast healing 1, enabling them to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

### Wall of Gloom

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

**Level:** Sorcerer/wizard 2

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** A straight wall whose area is up to one 10-ft. square/level

**Duration:** Concentration + 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You create a barrier of ominous shadow that obscures vision and blocks line of sight, including darkvision. The wall is insubstantial, so creatures can move through it without penalty.

*Wall of gloom* counters or dispels any light spell of equal or lower level.

*Material Component:* A bit of fleece from a black sheep.

### **Wave of Grief**

Enchantment [Evil, Mind-Affecting]

**Level:** Bard 2, blackguard 2, cleric 2

**Components:** V,S,M

**Casting Time:** 1 standard action

**Range:** 30 ft.

**Area:** Cone-shaped burst

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

All within the cone when the spell is cast take a –3 penalty on attack rolls, saving throws, ability checks, and skill checks.

*Material Component:* Three tears.

## Appendix H: Addendum and Errata

### Preparation for Play:

Add to the suggestions for convention play:

DMs are encouraged to limit the first combat to the party's APL-appropriate foes and those of the two APLs most immediately adjacent to the party's APL.

### Encounter Two: A Wretched Land of Scum and Villainy:

On foot, the journey to Ringland takes one week.

When PCs arriving by foot near the battle, DMs should add the following box text before they have PCs make Listen checks:

*A river forms the boundary between you and the forest at the edge of Ringland. A stone bridge stretches across it. Quatain leads your party to the foot of the bridge, then suddenly stops. He looks around for a moment as though expecting something or someone to appear. Nothing happens.*

*"Something's wrong," says Quatain. "I'm going to check it out. Follow at a distance." He moves quickly and silently across the bridge, pauses for a moment to study the ground, then heads uphill into the woods beyond.*

When the PCs arrive at the combat, they will find Quatain helping out wherever his help is most needed (in the APL 12 combat, unless the party is playing at APLs 10 or 12, in which case he will likely help support the Ringlanders against a mass of creatures somewhere around APL 6).

### Encounter Four: You Must Go to Ringland:

During the roleplaying encounter in the Silver Ring Inn, Anedhel seeks information that confirms her suspicions the citizens of Ringland must prepare to evacuate while Arvet acts like a typical bureaucrat, refusing to act without tangible proof and certainty of an Iuzian attack.

If Sir Reyneld is asked anything to the effect of what he means by "avoiding drawing enemy attention to Ringland," he will answer:

"You are heroes. That has been made clear to me, even before I had the chance to see you, myself. Nonetheless, sometimes the greatest virtues are wisdom and discretion. It would be best if you did not engage with any foes that you might find in your travels. I hope, of course, that your journey tomorrow will prove boring, but I fear otherwise. Should you find

anything, investigate as best as you can without alerting our enemy; then return to us at once to report your discovery."

### Encounter Seven: He's All Yours, Boneshadow:

**Erratum:** Arvet uses *whispering wind* to communicate with the party, not *message*. Additionally, alter his message to read as follows:

*"Run. You must. To Critwall. To let them know. They must not take. The mage's tower. Run, heroes. Run!"*

After Arvet requests that the party return to Critwall, the following circumstances take effect:

At APLs 2 to 8, PCs who choose to stay and fight face many of the same forces as before, though they keep coming in successive waves, so that if the PCs refuse to depart, they face a wave for one higher APL, then two higher, and so forth. At APL 10 to 12, PCs who remain face double the APL 10 encounter, then quadruple (throwing in a few Hill Giant Barbarians), until the PCs feel it appropriate to leave. Magical barriers (Wall of Force, Otiluke's Resilient Sphere, Forcecage, etc.) block the movement of forces immediately trying to engage with the black-clad humanoid in the skull mask. Meanwhile, those who look may see Sir Reyneld and a handful of men rush through the orcs, ogres, giants and magical effects, toward the mounted Iuzian leader and his entourage.

The party travels 3 ½ miles out of the town of Ringland (away from the siege) before it encounters the Iuzian rearguard.

The party's encounter with the Iuzian rearguard (goblin druid[s]) begins when the goblin(s) emerge from behind a grove of trees 100 feet from the party.

The following **errata** should be used for **Durgo** and **Dingo**: 1) Replace the spell *brambles* with *briar web*. 2) Replace the feat *Rapid Spell* with *Improved Initiative* (and add the +4 modifier to the goblins' initiatives as appropriate).

### Encounter Eight: It's a Trap!

The PCs will travel ½ mile after their encounter with the Iuzian rearguard before they encounter the Hunter Killers.

The woods in which the Hunter Killers are lurking lie near the bridge leading out of Ringland. The dead Greycloak bodies line a path that would make for a shortcut through the woods.

When the PCs reach fallen Greycloak number 5, allow them a Listen check (DC 20 + APL) to hear the final incantations of enemy spellcasting.

When the PCs reach fallen Greycloak number 6, there is a chance someone may recognize him. A

character with Knowledge (local: Iuz's Border States) or Bardic Knowledge, or a Shield Lands character with Profession (soldier) may succeed at a DC 15 check to recognize him as Trask Duncan, a famed Greycloak. Likewise, any Greycloak may roll a d20 and add his or her character level to get a DC 10 to recognize Trask. Additionally, PCs who successfully recognize Trask know that he was rumored to have spent a good deal of time in Amundfort while it was occupied, keeping track of the movement of several important demons in Iuz's army. Trask was sometimes called the Silver Blade for the number of werewolves he'd slain, and he was also often called Lucky Duncan, though no one's certain if it was because of his way with women or because of the many times during the Northern Crusade that he successfully avoided brushes with death.

**Erratum:** Replace one of Lystratus Vale's *fist of stone* spell with *ventriloquism*.

If the Hunter Killers earn a surprise round, DMs are encouraged to use their discretion to initiate the ensuing combat. The following are all valid options (and serve as general guides for other courses of action): Only Lystratus Vale acts in the surprise round; Lystratus Vale chooses to taunt the party, throwing his voice with *ventriloquism*, thereby giving up a surprise round; or Lystratus Vale opts not to apply Sudden Maximize or any of his spin pool (when available) to his opening blast.

If the PCs go around the Hunter Killers, the Hunter Killers will continue to buff themselves, then, once fully buffed, pursue and attack the PCs to the best of their abilities. Some parties may simply avoid the Hunter Killers. Such parties gain full experience for the encounter.

## Appendix I: Critical Events Summary

DMs: Please answer the following questions for your table and return this questionnaire to the Shield Lands Triad.

1. Did the party hear that Simen Sharn is scheduled to be hosted in Gensal by Captain Kruptan?  
Yes / No
2. Did the party hear of the dispute, regarding troop assignment, between Lords Natan Enerick and Franz Torkeep?  
Yes / No
3. How many of the Ringland soldiers, if any, survived due to the party's intervention in the combat in Encounter Three (against the Iuzian advance skirmishers)?  
12 / 11 / 9 / 6 / 2 / 1
4. Did the party rescue Azram, the Greycloak?  
Yes / No
5. Did the party continue to fight during the siege of Ringland against more than one wave? If so, for how many waves, did the party remain in the siege?  
No / 2 / 3 / 4 or more
6. Did the party rescue any of the bodies of the dead Greycloaks? If so, how many?  
No / Number \_\_\_\_
7. Did the party successfully defeat or avoid the Hunter Killers in order to deliver Arvet's message to the Council of Lords?  
Yes / No
8. Did the party defeat Lystratus Vale and find the notes which described the party members and their tactics?  
Yes / No
9. Did any of the Hunter Killers survive combat and remain free to serve Iuz? If so, who?  
No / Still at large: \_\_\_\_\_
10. Did the PCs capture any of the Hunter Killers to bring to Critwall for questioning? If so, who?  
No / Captured: \_\_\_\_\_