

Aether

Volume I, Number 3

Bards

January/February 2003

Musician Performs to a Captive Audience!

Bartender Creates Cursed Monstrosity!

Psionic Bard Tells All!



Issue 3

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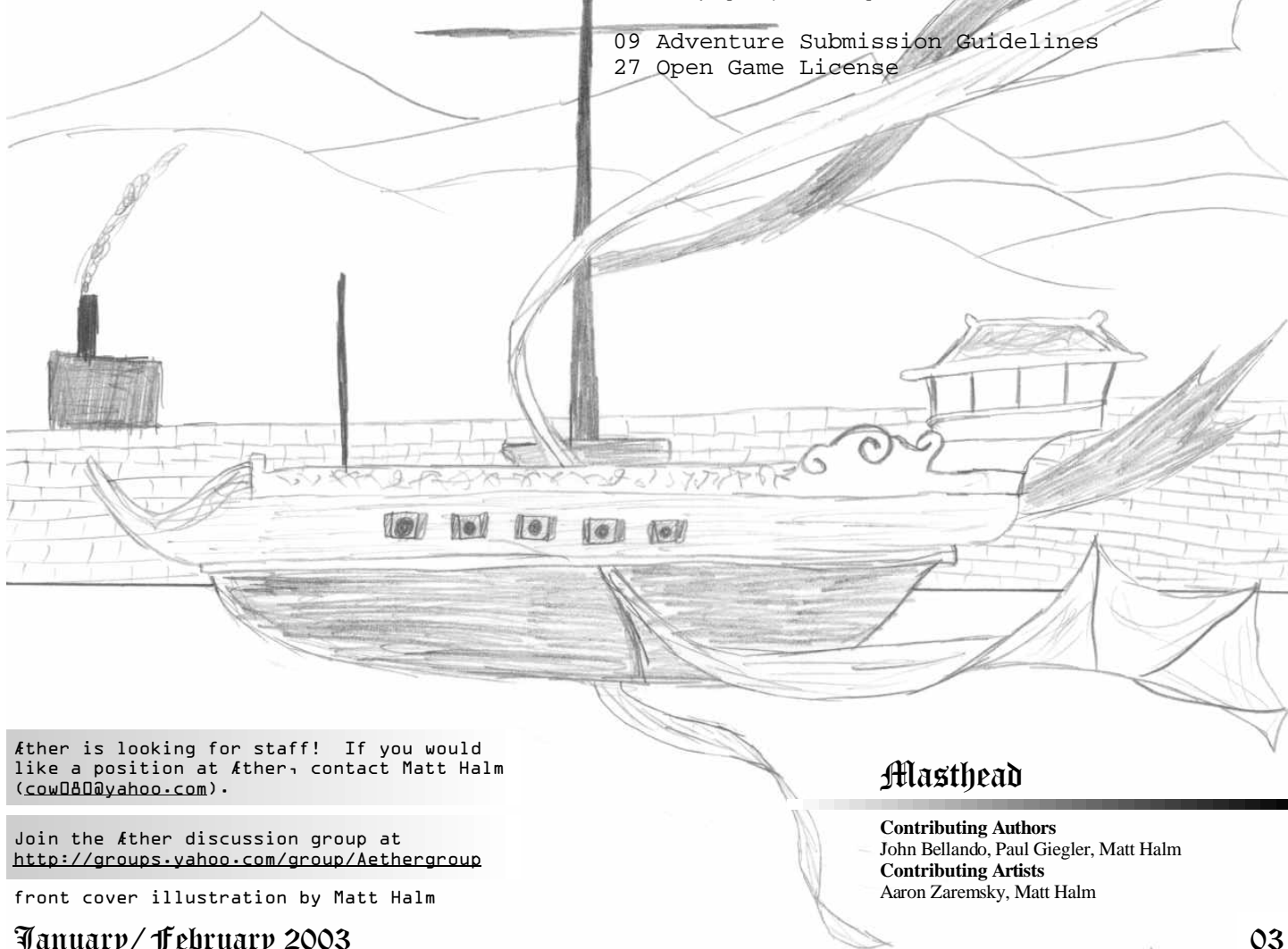
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Aether is looking for staff! If you would like a position at Aether, contact Matt Halm (cow080@yahoo.com).

Join the Aether discussion group at <http://groups.yahoo.com/group/Aethergroup>

front cover illustration by Matt Halm

Masthead

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Bard by Night

By Matt Halm, Cartography by Matt Halm, Illustrated by Matt Halm

“Bard by Night” is a short D&D adventure for four good or neutral characters of 4th level. It can be modified for characters of 2nd to 6th level or for evil characters with little trouble using information in the “Scaling the Adventure” sidebar. Although no classes are required, a bard is ideal. This adventure can be placed in any existing campaign world.

Monster, NPC, and trap statistics are designated as Open Game Content. The description of the healing pool is also designated as Open Game Content.

Preparation

If you have *Magic of Faerûn*, familiarize yourself with the rules on crossroads starting on page 44. If you do not have *Magic of Faerûn* you should take some time to create a way (a portal system perhaps) for the characters to travel to the versifier’s hall.

If you do not have the *Psionics Handbook* you will need to use the provided statistics for Amra as a bard instead of a versifier and make any other changes that you see fit.

Although the *Book of Vile Darkness* is not required, having it as a reference could prove useful. All the important items from the book are reprinted in the adventure.

Adventure Summary

While traveling the characters discover a crossroads. Depending on the hook you choose the characters travel through the crossroads and emerge near a long building in a forest. When they enter it they confront several statues and finally an evil versifier (see page 10). The players then free captured satyrs.

Background

Several months ago, an evil bard named Amra came to an ancient temple that, when occupied, was devoted to Ehlonna (or a similar nature god/goddess). The forest nearby also happened to be inhabited by a large group of satyrs. Amra quickly realized she could take over the entire area if she controlled the satyrs’ charming abilities.

After several attempts she managed to *fascinate* some of the satyrs and now controls them with *slave rings*. The satyrs now obey Amra’s every command. In a few days she plans to launch an assault on the remaining satyrs and amass an army of them. In the coming months she plans to use this new army to attack nearby settlements.

Adventure Hooks

Although the simplest way to involve the PCs in the adventure is to have them wander by the crossroads on the way to another adventure, they might not want to take the bait. In the event of stubborn PCs, use the hooks provided below.

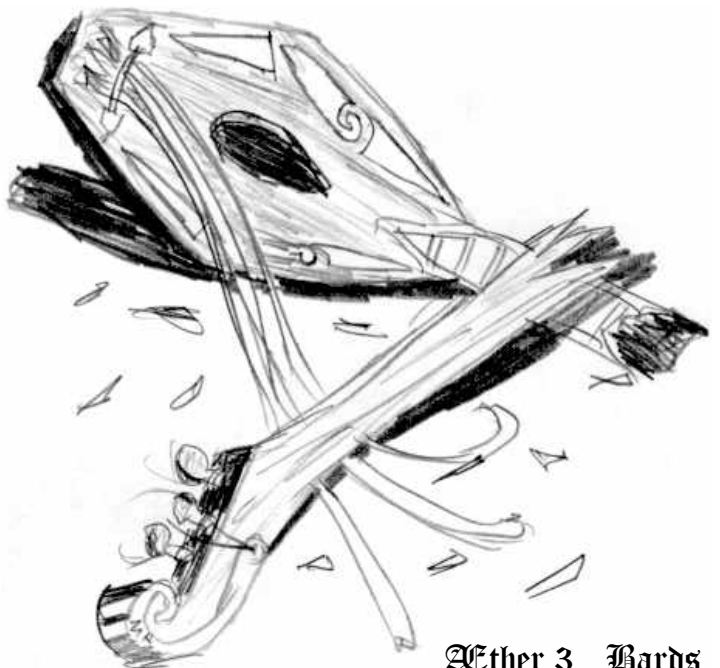
- The characters are chasing someone (or something) and it disappears through the crossroads.
- The characters have heard a legend referring to a mystical guardian similar to the crossroads guardian and they (particularly if a wizard is in the party) are interested.

The Crossroads (EL 7)

This crossroads can be any of the crossroads listed on page 46 of *Magic of Faerûn*, or one of your own devising. Your description to the players of the crossroads will be different depending on which crossroads you choose or create.

Creature: The crossroads guardian is a typical one; it does not wish the party good or ill (no matter their alignment) and is not too hard to please (this one particularly likes epic stories, granting the performer of an epic a +2 bonus to his Perform check).

Crossroads Guardian: CR 7; Huge Fey (Incorporeal); HD 16d6+32; hp 88; Init +1; Spd 20 ft., fly 40 ft. (perfect), swim 20 ft.; AC 11, flat-footed 10, touch 11; Atk +9 melee (1d12, incor-



incorporeal touch); SA summon satyr; SQ incorporeal, telepathy, guardian qualities; AL N; SV Fort +7, Ref +11, Will +16; Str —, Dex 13, Con 15, Int 15, Wis 18, Cha 15.

Skills and Feats: Bluff +5, Decipher Script +5, Escape Artist +6, Innuendo +9, Intimidate +9, Knowledge (nature) +8, Listen +17, Move Silently +8, Read Lips +9, Sense Motive +15, Spot +17, Wilderness Lore +12; Alertness, Dodge, Iron Will, Skill Focus (Listen), Skill Focus (Sense Motive), Skill Focus (Spot), Skill Focus (Wilderness Lore).

Summon Satyr (Ex) — Once per day, a crossroads guardian can attempt to summon 1d3 satyrs with pipes with a 35% chance of success. This ability has a duration of 1 hour.

Incorporeal — Crossroads guardians can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. They can pass through solid objects at will, and their attacks pass through armor. They always move silently.

Telepathy (Su) — Guardians communicate telepathically with any creature within 100 feet that has a language.

Guardian Qualities — Guardians must stay within 50 feet of the crossroads they protect.

Outside the Hall

The Forest (CL variable)

For every hour the character spend in the forest, roll 1d8. On 6-8, the party is *charmed* by a group of 1d4+1 satyrs. While the characters are in the forest, there is a 50% chance that they will encounter this forest's unicorn.

Creatures: The satyrs try to charm the party and, although they do not wish the party ill, they steal any magical items (but leave nonmagical ones).

The unicorn defends the forest or heals any wounded (and good-aligned) PCs she encounters.

Satyrs (with pipes): CR 4; Medium-size Fey; HD 5d6+5; hp 22; Init +1; AC 15, flat-footed 14, touch 15; Atk +2 melee (1d6, gore), or -3 melee (1d4, dagger), or +3 ranged (1d6 shortbow); SA pipes; AL CN; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Hide 13, Listen +15, Move Silently +13, Perform (dance, pan pipes, riddle, saga) +9, Spot +15; Alertness, Dodge, Mobility.

Pipes (Su) — Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed at a Will save (DC 14) or be affected by *charm person*, *sleep*, or *fear*, as the spells cast by a 10th-level sorcerer (the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes again for one day.

A satyr uses its pipes to charm and seduce especially comely women or to put a party or adventurers to sleep and then steal their valuables.

Unicorn: CR 3; Large Magical Beast; HD 4d10+20; hp 42; Init +3; AC 18, flat-footed 15, touch 18; Atk +11 melee (1d8+8, horn), or +3 melee (1d4+2, 2 hooves); SQ magic circle against evil, spell-like abilities, immunities; AL CG; SV Fort +9, Ref +7, Will +6; Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24.

Skills and Feats: Animal Empathy +11, Listen +11, Move Silently +9, Spot +11, Wilderness Lore +12*; Alertness.

Hey!

Finally!

At long last, an issue devoted to the rogue of rogues, the entertainer of entertainers, the bard. When it comes to being roguish, the bard's got even the *rogue* topped.

Apparently WotC wanted the thief from AD&D to sound less like the prankster he is so they gave him the wrong name: rogue. The real rogue is the bard. Never staying long in one place, the bard roams from town to town playing songs for his supper.

Why bards? Not only did they get cheated out of their class book (one prestige class and a smattering of spells??), but they've also often been looked down on because they're not great at anything. In fact, it is this very thing that makes bards so interesting. Bards can do almost anything, and their often overlooked bardic music ability lets them aid other more specialized characters in their party.

As for the adventure to the left, you may be wondering if every future issue of *Æther* is going to have an adventure in it. Well, only if you want one if every issue. Email me at cow080@yahoo.com to voice your opinion about adventures (or anything else).

Why is this issue shorter than usual? Well, I recently went on a rampage/crusade to eliminate all the artwork that umm... wasn't specifically for *Æther*. This resulted in some cuts, but hopefully the next issue will be back up to (at least) 32 pages.

What does the cover have to do with bards? Nothing. The original cover was a victim of the crusade, and it was replaced with one of my drawings for the article on page 24.



—Matt Halm
Editor-in-Chief

Current Projects

Psionics Guidebook: A sourcebook full of new psionic classes, spells, monsters, feats, skills, etc. Any submissions for this would be appreciated.

Uerios: A modified FORGOTTEN REALMS setting designed for evil PCs.

Eremit Games: A little company I created that doesn't actually make any money....



Magic Circle against Evil (Su) — This ability continuously duplicates the effects of the spell. The unicorn cannot suppress this ability.

Spell-Like Abilities — Unicorns can *detect*

evil at will as a free action. Once per day a unicorn can use *teleport without error* to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day, as cast by a 5th-level druid, by touching a wounded creature with its horn. Once per day it can use *neutralize poison*, as cast by an 8th-level druid, with a touch of its horn.

Immunities (Ex) — Unicorns are immune to all poisons and to charm and hold spells or abilities.

Skills — *Unicorns receive a +3 competence bonus to Wilderness Lore checks within the boundaries of their forest (this bonus has already been added in).

The River (EL 4)

A small stream winds through the surrounding forest and it goes past the forgotten temple to Ehlonna.

Creatures: Residing in the stream are two somewhat angry water elementals.

Water Elemental, Medium (2): CR 3; Medium-size Elemental (Water); HD 4d8+12; hp 30; Init +1; AC 19, flat-footed 18, touch 19; Atk +6 melee (1d8+4, slam); SA water mastery, drench, vortex; SQ elemental; AL CN; SV Fort +7, Ref +2, Will +1; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +7, Spot +7; Power Attack.

Water Mastery (Ex) — A water elemental gains a +1 attack

and damage bonus if both it and its opponent touch water. If the opponent of elemental is landbound, the elemental suffers a -4 penalty to attack and damage. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. The elemental can easily overturn small craft (20 feet) and stop larger vessels (40 feet). Even large ships (80 feet) can be slowed to half speed.

Drench (Ex) — The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a 4th-level sorcerer.

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 2 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed.

The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10-30 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

Creatures Small or smaller might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed at a Reflex save (DC 15) when it comes into contact with the vortex or take 1d6 points of damage. It must also succeed at a second Reflex save (DC 15) or be picked up bodily and held suspended in the powerful currents, automatically taking 1d6 points of damage each round. A creature that can swim is allowed a Reflex save (DC 15) each round to escape the vortex. The creature still takes damage, but can leave if the save is successful.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet.

Master Ring

The wearer of this iron ring, emblazoned with the symbol of a brooding falcon, can deal 3d6 points of damage per round as a free action to anyone wearing a slave ring keyed to it. Furthermore, the wearer can exchange messages with anyone wearing a slave ring (as if using a *sending* spell) three times per day. Typically, a *master ring* has ten slave rings keyed to it.

Caster Level: 7th; **Prerequisites:** Forge Ring, *shriveling*, *sending*; **Market Price:** 40,600 gp (does not include slave rings)



Slave Ring

This iron ring, once put on, cannot be removed except by the wearer of the *master ring* keyed to it. The wearer is subject to horrible, flesh-disrupting damage by the wearer of the *master ring*, and she can also exchange messages with him.

Caster Level: 7th; **Prerequisites:** Forge Ring; **Market Price:** 500 gp.

Reprinted from the
Book of Vile Darkness,
by Monte Cook, published by WotC.

Amra

If you decide to have Amra be a bard (see Preparation on page 05), use the statistics presented in this sidebar.

Amra, Female Elven Brd6: CR 6; Medium-size Humanoid; HD 6d6+6; hp 29; Init +2; Spd 30 ft.; AC 16, flat-footed 14, touch 12; Atk +9 melee (1d6+2/18-20, +2 rapier); SQ bardic music (14/day), bardic knowledge +7; AL CE; SV Fort +5, Ref +9, Will +10; Str 11, Dex 13, Con 12, Int 13, Wis 16, Cha 20.

Skills and Feats: Appraise +10, Knowledge (arcana) +5,

Perform (lyre, pan pipes) +16; Extra Music ×2, Weapon Finesse (rapier).

Spells Known (4/4/2/1/1 per day), DC = 15 + spell level: 0 – daze, detect magic, flare, ghost sound, mage hand, resistance; 1st – charm person, expeditious retreat, hypnotism, unseen servant; 2nd – crescendo*, hypnotic pattern, suggestion.

*These spells are described in *Song and Silence*.

Possessions: +2 rapier, +1 studded leather, wand of teleport, master ring (see *Book of Vile Darkness* or sidebar on page 06), MW lyre, MW pan pipes.

the cloud must succeed at a Concentration check (DC 15) to cast a spell.

The Versifier's Hall

This temple to Ehlonna was created several hundred years ago, and has since fallen into decay. There are several holes in the ceiling that allow light to fill the hall during the day. At night moonlight and starlight filter through the trees and ceiling. Vines cover the walls and pillars, giving the hall the appearance that it has been taken over by the forest, which is partially true.

Throughout the hall there are carved murals, depicting unicorns, satyrs, and the forest.

1: Main Hall (CL 5)

This hall contains several pillars with unicorns carved on them. In between each pillar is a statue depicting a bard, with ten statues total.

Creatures: Four of the statues are animated and attack the characters when they come within ten feet.

Animated Bardic Statues (4): CR 2; Medium-size Construct; HD 2d10; hp 11; Init +0; Spd 40 ft.; AC 14, flat-footed 14, touch 14; Atk +2 melee (1d6+1, slam); SQ construct; AL N; SV Fort +0, Ref +0, Will –5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Construct — Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Healing Pool: In the front of the hall there is a pool of clear water. Any good or neutral character touching the water regains hit points at a rate of 2/minute as long as that is all they are doing (the character cannot be in combat or attempting any skill check, etc.). If the character is evil, the pool has no effect. The pool cannot be moved without magical means.

1a: Occupied Cell

All areas keyed to this entry contain a single captive satyr.

Creature: The satyrs in these cells have been beaten, are fatigued, and currently have fewer hit points than usual, caus-

ing their challenge rating (should the characters for some reason fight them) to be significantly lower than usual, around ½ instead of the listed 2.

Captive Satyr (without pipes): CR 2; Medium-size Fey; HD 5d6+5; hp 22 (currently 7); Init +1; AC 15, flat-footed 14, touch 15; Atk +2 melee (1d6, gore); AL CN; SV Fort +2, Ref +5, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +9, Hide 13, Listen +15, Move Silently +13, Perform (dance, pan pipes, riddle, saga) +9, Spot +15; Alertness, Dodge, Mobility.

Each satyr wears a *slave ring* (see *Book of Vile Darkness* or sidebar on page 06) keyed to Amra's *master ring*.

1b: Empty Cell

These cells are identical to those keyed to 1a, but are not occupied.

2: Ancient Temple (CL 6+)

This square room is strewn with weapons, amulets, and gold. In the center of the room is an elf with a lyre. Next to the elf is

a satyr that appears to have been *charmed*.

The door to this room is soundproof, making it impossible for Amra to hear any battle outside the room.

Throughout the battle with Amra you should make a point of describing her psionic powers so the characters realize that this is no ordinary 'elf with a lyre'.

Amra, Female Elven Versifier 6: CR 6; Medium-size Humanoid; HD 6d6+6; hp 29; Init +2; Spd 30 ft.; AC 16, flat-footed 14, touch 12; Atk +9 melee (1d6+2/18-20, +2 rapier); SQ bardic music (14/day), bardic knowledge +7, psionics; AL CE; SV Fort +5, Ref +9, Will +10; Str 11, Dex 13, Con 12, Int 13, Wis 16, Cha 20.

Skills and Feats: Appraise +10, Knowledge (psionics) +5, Perform (lyre, pan pipes) +16; Extra Music ×2, Weapon Finesse (rapier).

Psionic Combat Modes: Ego Whip, Empty Mind, Id Insinuation, Mental Barrier, Mind Thrust, Thought Shield, Tower of Iron Will.

Powers Discovered (3/3/2), Pts/Day – 16: 0 – daze, distract, missive; 1st – attraction, charm person, demoralize;

2nd – *inflict pain, suggestion*.

Possessions: +2 rapier, +1 studded leather, *dojre of teleport*, master ring (see *Book of Vile Darkness* or sidebar on page 06), MW lyre, MW pan pipes.

Tactics: Amra uses her *master ring* to call several satyrs to her aid during the fight. The satyrs use their gore attacks only. Amra fights until she has 4 hit points left, and then uses her *dojre of teleport* in an attempt to *teleport* to a nearby cavern. The *teleport* fails, landing her in a cavern somewhere in your campaign world, perhaps where the characters can find her again.

3: Secret Storeroom (CL 5)

Trap: Shortly after coming to the temple, Amra enlisted a wizard to trap her secret room. After he did so she killed him, and his body lies in one of the triangular recesses.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, Will save [DC 16] for disbelief and Fortitude save [DC 16] partial); Search (DC 29); Disable Device (DC 29).

A small pile of weapons and other items lies in this room. It appears that this was where the musician stored the items her satyrs retrieved from *charmed* adventurers.

Treasure: Also in the storeroom are several magic items. Pick an item from the table below for each character, based on their class. Consider giving evil characters magic items from the *Book of Vile Darkness*, if available. Any of the rewards can be replaced with 400 gp if appropriate. Some characters (such as a bard) will find more interest in Amra's possessions.

Class	Treasure
Druid	<i>Quaal's feather token (bird)</i>
Fighter	-bladed sword
Paladin	
Psion	<i>Dojre of Trinket</i> (50 charges)
Psychic Warrior	
Ranger	Repeating crossbow and 1 clip of +1 bolts
Rogue	
Sorcerer	<i>Potion of Cat's Grace</i> <i>Wand of Light</i>
Random (optional)	(cursed)

Conclusion

There are two possible outcomes for this adventure, each is described below.

Success!

The characters defeat Amra and free the captive satyrs. The satyrs are very grateful and reward the PCs with various bits of equipment they have "borrowed" from people in the past. They also give the PCs an amulet that will let all other satyrs know not to steal from them and to give them help if they need it.

Failure!

The PCs fail to defeat Amra but are not killed themselves. If they free the satyrs the satyrs are grateful, but are still wary of the versifier. The PCs are not rewarded by the satyrs. Amra may hunt down the PCs, see *Continuing the Adventure*, below.

Continuing the Adventure

If the PCs defeated Amra, they have some potentially powerful allies in the forests — the satyrs. Consider having the characters meet satyrs again. The adventure "Lust" in *Dungeon* #95 features a satyr, and although it is fiendish it still recognizes the amulet and does not attack the PCs. It does not help them either, though.

If Amra survives, she might choose later to find the PCs and kill them. If the satyrs were not freed she takes over the immediate area of the temple and may provide difficulties for the PCs later.

The Playtesters

Carey Dixon as "Moho Molihon" the half-elf monk

Evan Gerthoffer as "Sir Smash-a-lot" the half-orc fighter (with a Charisma score of 3) and as "Rogue" the tiefling rogue.

Jacob Wishart as "Bardy Mc Bard Bard" the elf bard.

Φ

Adapting the Adventure

To adapt the adventure to higher or lower levels, you could consider the following:


- Make the water elementals smaller or larger, or add more.
- Add or remove statues from area 1. Consider giving the statues a few levels in the bard class.
- Make Amra higher or lower level. Consider giving her a pet demon or a higher level (and *charmed*) satyr to fight with her. Give Amra a *necklace of fireballs* (Type I).

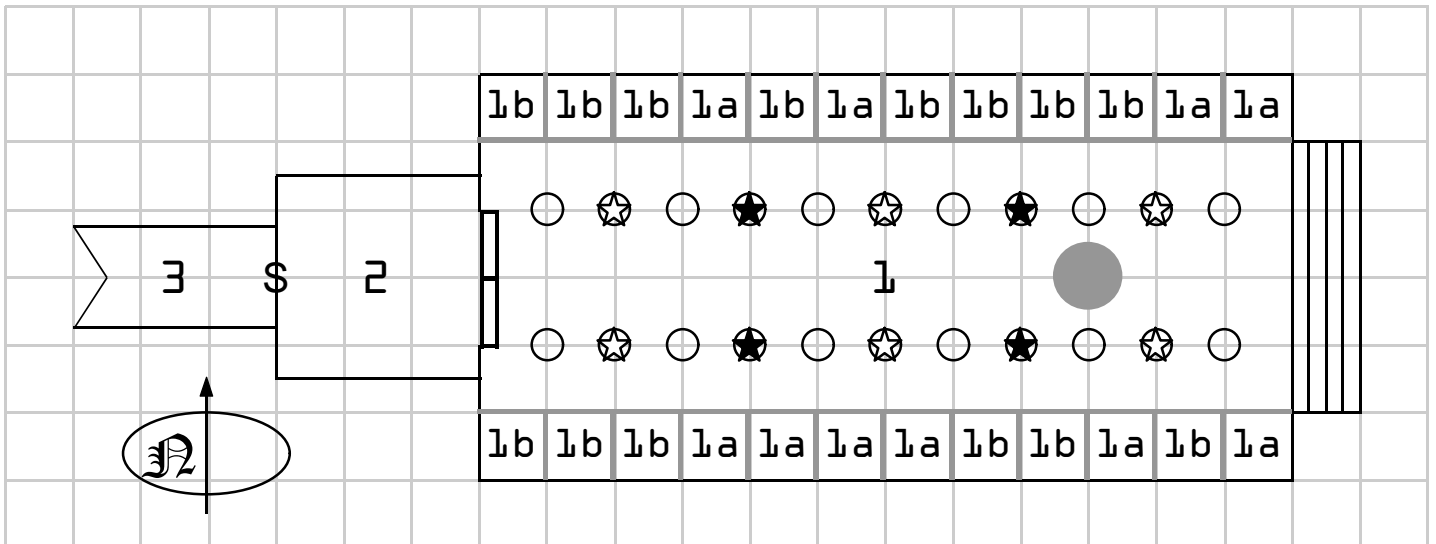
To adapt the adventure for characters of evil alignment, you may want to have the characters seek an alliance with

Amra, particularly if one of the characters himself is a bard. Other motivations include wanting the satyrs as their own slaves, or seeking some object Amra possesses. There are several opportunities for evil characters to be evil. Some possible crimes include slaying the unicorn, torturing the satyrs, or even burning the entire forest. Consider awarding ad-hoc XP if the characters do something like burn down the forest.

You might also consider making a good or neutral NPC warder of the shalm (page 14) for evil characters to encounter.

This adventure can easily be adapted to any campaign setting by having the characters find a crossroads or other portal system (see **Preparation** on page 04).

 Statue
  Animated Statue
  Healing Pool
  Wooden Wall
 S Secret Door
 1 square = 10 ft.



Adventure Submission Guidelines

The guidelines for adventures are almost identical to those for normal submissions, but for adventures. *Dungeon's* guidelines (www.wizards.com/dungeon/submit-to-dungeon.pdf) are ideal, though not required. Do not send manuscripts in PDF format (DOC format is preferred, though not required). Unlike *Dungeon*, I'm not particularly fond of having "See *Monster Manual*" for every monster's statistics, and since they are Open Game Content, unless we're pressed for space, *Æther* will print all relevant stats (if you want to include these stats in your adventure manuscript, that would be great). If we are short on space we will include armor class, hit points, initiative, attack bonuses, important special abilities/qualities, saves, a few important skill modifiers, spell DCs, and any important equipment.



Versifier

By Matt Halm

This article is the first in a series of new psionic classes designed to bring elements of non-psionic D&D (such as bards, clerics, etc.) to psionic D&D. Although the first is a new class, future articles may simply be power lists meant to replace the original classes spell list. The next issue will contain a psionic cleric, the severer. Æther will accept any submission to this series.

This prestige class requires the *Psionics Handbook*, published by Wizards of the Coast. If one did not look closely enough, they might mistake a versifier for a telepath. The two are quite different, however, as the

as a telepath can enter another's thoughts. the two are quite different. Although they both rely on spontaneity.

Adventurers: A versifier adventures to learn new things, meet new people, but mostly because versifiers love to travel.

Characteristics: Versifiers exhibit erratic emotions, habits, and speech patterns. Sometimes hard to deal with, versifiers usually do not realize or care about their differences.

Alignment: Versifiers are chaotic in everything they do. They never do anything the same way twice, and many of the visual manifestations of their powers reflect this bent toward lawlessness.

Religion: Versifiers commonly revere Fharlanghn, the god of roads, or another similar deity in your campaign.

Background: Versifiers come from all different types of backgrounds. They usually grow up in a busy town, often coastal trading or fishing villages.

Races: Psionics can show up in any of the common races, and therefore versifiers also show up in any of the common races.

Other Classes: Versifiers get along well with any member of the party, even bards and other spellcasting classes. They still, however, feel that psionics are better than magic, but they rarely have a conflict with other spellcasters, although a friendly contest is quite common.

Game Rule Information

Versifiers have the following game statistics

Abilities: powerful a power a and how hard those powers are to resist. To m

a versifier must have a Charisma score of 10 + the power's level. A versifier gets bonus powers based on Charisma. The Difficulty Class of a saving throw against a versifier's power is 10 + the power's level + the versifier's Charisma modifier. Charisma, Dexterity, and Intelligence are important for many of the versifier's class skills (see below).

Alignment: Any chaotic.

Class Features

All of the following are class features of the Versifier.

Weapon and Armor Proficiency: A versifier is proficient with all simple weapons. Versifiers are proficient with light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to some skills.

Powers: A versifier manifests powers from the versifier power list (below) according to the table on page 12. All versifier powers have a special verbal component (singing, reciting, or music). Versifiers receive bonus powers for high Charisma (similar to the telepath), and to manifest a power a versifier must have a Charisma score at least equal to 10 + the level of the power. The Difficulty Class for a saving throw against a versifier's power is 10 + the power's level + the versifier's Charisma modifier.

0-Level Powers: Also called talents, 0-level powers have a special power point cost. A versifier can manifest any talent he knows for free a number of times per day equal to his level + 2. After exhausting his daily allotment, the versifier must pay 1 power point per manifestation of a talent for the rest of the day.

Psionic Combat Modes: At 1st level, the versifier can choose to learn five of the ten psionic combat modes. At every odd-numbered level from 3rd to 11th, he can learn another

Class Skills

The versifier's class skills are:

Str	Climb, Jump, Swim
Dex	Balance, Escape Artist, Hide, Move Silently, Pick Pocket, Tumble
Con	Concentration
Int	Alchemy, Appraise, Craft, Decipher Script, Knowledge (all skills, taken individually), Psicraft, Scry, Speak Language
Wis	Intuit Direction, Listen, Profession, Sense Motive
Cha	Bluff, Diplomacy, Disguise, Gather Information, Perform, Use Psionic Device

See Chapter 4: Skills in the *Player's Handbook* and Chapter 2: Skills in the *Psionics Handbook* for skill descriptions.

Skill Points at 1st level: (6 + Int modifier) × 4.

Skill Points at each level: 6 + Int modifier.

psionic combat mode.

Bardic Music: At 1st level, the versifier gains the bardic music ability as described in the *Player's Handbook* if he did not already have it from a previous class. All the bardic music effects become available to him immediately, subject to their usual Perform skill requirements.

Bardic Knowledge: At 1st level the versifier gains the bardic knowledge ability as described in the *Player's Handbook*.

Requirements: When attempting to gain the virtuoso prestige class (*Song & Silence*), a versifier may substitute the requirement "Able to cast 0-level arcane spells" with "Able to manifest 0-level powers." This also alters the ability "+1 level of existing spellcaster class" granted by the virtuoso prestige class with "+1 level of existing psionic class."

At the GM's discretion this modification can be extended to any other class meant for bards.

Starting Gold: 4d4×10 gp.

Epic Versifier

Bonus Feats: The epic versifier gains a bonus feat (selected from the list of epic versifier bonus feats) every 3 levels after 20th.

Epic Versifier Bonus Feat List: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong.

Versifier Power List

Versifiers choose their powers from the following list:

0-level — catfall, daze, detect psionics, distract, far hand, missive, telepathic projection, trinket, verve.

1st-level — attraction, charm person, conceal thoughts, create sound, demoralize, disable, empathy, identify, lesser mindlink, minor creation, see sound, sense link, skate.

2nd-level — augury, aversion, brain lock, control body, detect thoughts, inflict pain, intrusive sense link, knock, sudden minor creation, suggestion, sustenance.

3rd-level — charm monster, control sound, create food and water, crisis of breath, displacement, false sensory input, fate link, lesser domination, mindlink, schism, time hop, ubiquitous vision

4th-level — amplified invisibility, coded message *, domination, fabricate, fatal attraction, fate of one, forced mindlink, freedom of movement, mindwipe, polymorph self, tailor memory.

5th-level — catapsi, greater domination, major creation, matter rearrangement, metaconcert, metamorphosis, mind probe, sending, true seeing.

6th-level — aura alteration, disintegrate, improved fabricate, mass suggestion, mind switch, precognition, retrieve, suspend life.

7th-level — astral construct VII, emulate power, fis-

Astral Constructs:

Versifier Powers



By Matt Halm

Coded Message

Telepathy (Cha)

Level: Psion/versifier 4

Display: Me (see text)

Manifestation Time: 5 minutes

Range: Long

Duration: 1 minute/manifest level (max. 30)

Saving Throw: None

Power Resistance: No

Power Points: 5

You send a mental image and message through your music to a target within your range. The image can be any simple creature, item, etc. and the message is one minute long per manifest level with a maximum of one half hour.

You must be playing an instrument while you manifest the power in order for it to work. You must succeed at a Perform check equal to 10 + the length of the message in minutes. If you fail the check the target knows that you tried to send a message, but does not receive the entire message. For example, Thryn the elven versifier wants to send a 6 minute message to his partner on the other side of town. The DC for his Perform check is 16.

Destructive Metaconcert

Telepathy (Cha)

Level: Psion/versifier 8

Display: Vi (see text)

Manifestation Time: Instantaneous

Range: See text

Target: See text

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 15

You turn against the others in your metaconcert and attempt to utterly destroy them. You manifest a large storm above your head which shoots lightning bolts to each participant in the metaconcert. Each other participant in the metaconcert takes 12d6 points of damage.

Good characters manifesting this power are *harmed* (they lose all but 1d4 hit points). Neutral characters take 6d6 points of damage. Evil characters take 1d6 points of damage.

You must be participating in a metaconcert to manifest this power.

Versifiers often *suggest* that other psionic creatures participate in a metaconcert and then use this power to destroy them.

Φ

-sion, improved telekinesis, insanity, mass domination, phase door, ultrablast.

8th-level — *destructive metaconcert**, *dream travel*, *hyprecognition*, *matter manipulation*, *mind blank*, *mind seed*, *shadow body*, *true creation*, *true domination*.

9th-level — *apopsi*, *confidante*, *genesis*, *greater emulation*, *microcosm*, *monster domination*, *psychic surgery*, *shapechange*, *temporal velocity*, *thrall*, *true telekinesis*.

Powers marked with an asterisk are presented in Astral Constructs: **Versifier Powers** on page 11.

TABLE 3-1: VERSIFIER ADVANCEMENT AND EPIC ADVANCEMENT

hit die
d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Discovered							
						Pts/Day	0	1	2	3	4	5	6
1	+0	+0	+2	+2	Bardic music, bardic knowledge, five psionic combat modes	2	2	—	—	—	—	—	—
2	+1	+0	+3	+3		3	3	—	—	—	—	—	—
3	+2	+1	+3	+3	Psionic combat mode	4	3	1	—	—	—	—	—
4	+3	+1	+4	+4		5	3	2	—	—	—	—	—
5	+3	+1	+4	+4	Psionic combat mode	8	3	3	1	—	—	—	—
6	+4	+2	+5	+5		11	3	3	2	—	—	—	—
7	+5	+2	+5	+5	Psionic combat mode	16	3	3	2	1	—	—	—
8	+6/+1	+2	+6	+6		21	3	3	3	1	—	—	—
9	+6/+1	+3	+6	+6	Psionic combat mode	26	3	3	3	2	—	—	—
10	+7/+2	+3	+7	+7		33	3	3	3	2	1	—	—
11	+8/+3	+3	+7	+7	Psionic combat mode	40	3	3	3	3	1	—	—
12	+9/+4	+4	+8	+8		47	3	3	3	3	2	—	—
13	+9/+4	+4	+8	+8		56	3	3	3	3	2	1	—
14	+10/+5	+4	+9	+9		65	3	3	3	3	3	1	—
15	+11/+6/+1	+5	+9	+9		74	3	3	3	3	3	2	—
16	+12/+7/+2	+5	+10	+10		85	3	3	3	3	3	2	1
17	+12/+7/+2	+5	+10	+10		96	3	3	3	3	3	3	1
18	+13/+8/+3	+6	+11	+11		107	3	3	3	3	3	3	2
19	+14/+9/+4	+6	+11	+11		118	3	4	3	3	3	3	2
20	+15/+10/+5	+6	+12	+12		129	3	4	3	3	3	3	3
21													
22													
23					Bonus feat								
24													
25													
26					Bonus feat								
27													
28													
29					Bonus feat								
30													

Entertainer



By Matt Halm, Illustrated by Aaron Zaremsky

Often seen playing instruments or singing in local taverns, the entertainer

Class Features

All of the following are class features of the entertainer.

Weapon and Armor Proficiency: An entertainer is proficient with all simple weapons. Entertainers are proficient with light armor and shields.

Tavern Lore: An entertainer picks up a lot of stray knowledge while performing in taverns. An entertainer may make a special tavern lore check with a bonus equal to half his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The entertainer may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The GM will determine the Difficulty Class of the check by referring to the table below.

DC Type of Lore

15 Common, known by at least a substantial minority of the local population.

25 Uncommon but available, known by only a few people in the area.

30 Obscure, known by few, hard to come by.

35 Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Examples

A local mayor's reputation for drinking; common legends about a powerful place of mystery.

A local priest's shady past; legends about a powerful magic item.

A knight's family history; legends about a minor place of mystery or magic item.

A mighty wizard's childhood nickname; the history of a petty magic item.

Music: Once per day for every two levels, an entertainer can use his song or poetics to produce magical effects on those around him. Depending on the ranks he has in the Perform skill, he can inspire courage in allies, sing a countersong to protect those around him from sound-based magic, *fascinate* a creature, or help others perform skills better. While these abilities fall under the category of music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies (fa-la-la, etc.), whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with

Class Skills

The Entertainer's class skills are:

Str

Dex

Con

Int

Wis

Cha

Escape Artist, Hide, Tumble

Speak Language

Listen, Profession, Spot

Perform, Pick Pocket

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at each level: 4 + Int Modifier.

TABLE 3-2: ENTERTAINER ADVANCEMENT

NPC Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1	+0	+0	+2	+0		
2	+1	+0	+3	+0		Tavern Lore
3	+1	+1	+3	+1		Music
4	+2	+1	+4	+1		
5	+2	+1	+4	+1		
6	+3	+2	+5	+2		Perform +1
7	+3	+2	+5	+2		
8	+3	+2	+6	+2		
9	+4	+3	+6	+3		
10	+4	+3	+7	+3		
11	+5	+3	+7	+3		
12	+5	+4	+8	+4		Perform +2
13	+6/+1	+4	+8	+4		
14	+6/+1	+4	+9	+4		
15	+6/+1	+5	+9	+5		
16	+7/+2	+5	+10	+5		
17	+7/+2	+5	+10	+5		
18	+8/+3	+6	+11	+6		Perform +3
19	+8/+3	+6	+11	+6		
20	+9/+4	+6	+12	+6		

hit die
d6

casting a spell with a verbal component (see Components, page 151 of the *Player's Handbook*), a deaf bard suffers a 20% chance to fail with music. If he fails, the attempt still counts against his daily limit.

Inspire Courage: An entertainer with 3 or more ranks in Perform can inspire courage in his or her allies. To be affected, an ally must hear the entertainer sing for a full round. The effect lasts as long as the entertainer sings and for 5 rounds after the entertainer stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the entertainer can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.

Countersong: An entertainer with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, an entertainer may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the entertainer makes a Perform check. Any creature within 30 feet of the entertainer (including the entertainer) who is affected by a sonic or language-dependent magical attack may use the entertainer's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

Fascinate: An entertainer with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the entertainer and must be within 90 feet. The entertainer must also see the creature. The creature must be able to pay attention to the entertainer. The distraction of a nearby combat or other dangers prevents the ability from working. The entertainer makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the entertainer's check result. If the saving throw succeeds, the entertainer cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the entertainer. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the entertainer moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.

While fascinating (or attempting to fascinate) a creature, the entertainer must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind-affecting charm ability.

Inspire Competence: An entertainer with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the entertainer and must be within 30 feet. The entertainer must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the entertainer's music. The DM may rule that certain uses of this ability are infeasible. The entertainer can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.

Perform: At 6th level the entertainer gains a +1 competence bonus to Perform checks. At 12th level this bonus increases to +2 and at 18th to +3.

The Advantages of being a Bard

Bards have many advantages over entertainers. Some of those advantages (besides being more well-known by locals and possibly notable people) are:

- Better base attack bonus
- Better Willpower saving throw
- Access to spells
- More class skills
- Better weapon and armor proficiencies
- Bardic music and knowledge at 1st level
- Improved Music
- *Suggestion* and Inspire Greatness
- Improved Knowledge

Act now and get a full bardic training from Sage Avander IV for only 200 gp!

Φ



Warder of the Shalm



By John Bellando

Moving through the trees quickly, Danoth looked for signs of the intruder's passing, a broken branch here, a deep boot print there. Luckily the light rain that had begun to fall made tracking his enemy easier. As the sun's fading light blanketed the forest in red and gold, Danoth's ears caught a chanting sound ahead, and not too far. Rushing into the clearing, his hammer coming up to the ready, he came up short, startled by the scene before him.

In the center of the clearing he saw a large circle with runes, made with the blood of an elk, its broken body lay at the perimeter. Black smoke rose from the five points of the inscribed pentagram, up into the darkening sky. Bringing his head up, Danoth met the gaze of the wizard he had tracked, unsure of how the human had prepared the summoning so quickly.

"You are too late fool!" the wizard shouted, his hands quickly moving intricately to cast a spell. Danoth responded quickly, realizing the power upon which the wizard drew. As the wizard's hands shot forth in a determined gesture and his arcane words lashing out like a weapon, the spell died before it could breathe life—the source of electricity denied him by the grim faced Warder. Frustration barely showing up his face, the wizard turned away from the copper-haired elf and continued his chanting "No matter! Your spells cannot harm me either, I have come prepared for you, flamecaller!"

Clearing his mind, Danoth concentrated upon the storm clouds moving in from the east, his arms thrown up in prayer. With an outstretched hand he brought down the very lightning from the clouds to strike the wizard dead. A moment of shock passed across his face as the lightning dissipated as fizzling sparks when it struck the wizard. "Alarak! Stop this now!" the disciple of Obad-Hai yelled to the wizard, "You must not do this!"

Turning his head but briefly, the wizard smiled most wickedly "I have studied your ways, incompetent whelp. I walk freely within your domain tonight." With that, the wizard began the final phrases to complete the dreadful summoning. Danoth threw out his hand, a cone of hot flames searing out towards the wizard, only to be snuffed out by the same protections that held back the lightning.

The wizard's final words were upon his mouth, a wry chuckle grew in intensity. His sharp mind recognized the spell the druid was casting—the last he would ever cast—and knowing his protections would save him from the heavenly strike of flame as it had the jet of fire. As the heaven's opened, however, the wizard had but a moment to register the shock of his impending failure. For the rain of fire he had expected turned into a stream of sickly green acid that poured from the clouds, melting the flesh from his bones where he stood, the last syllable of the incantation dying upon his lips.

Description

Among those who revere and protect nature's wilderness are a few who have taken the task as their life's work. Believing in the true power of nature and the elements, these Warders use the primal essences to defend the nature's bounty from those who would seek to destroy it. Calling upon the forces of wind, flame, stone and rain, a Warder of the Shalm's powers are seen as both wondrous and fearsome, particularly to those who would face them in opposition. They are most often found as solitary protectors of an area, but have been known to travel throughout large expanses of wilderness, in the service of Obad-Hai.

The magic that Warders channel is primal and strong, requiring an affinity for the base elements and nature's laws. For this reason, druids and rangers are most often drawn to the life of a Warder; however, there have been accounts of clerics wor-

Requirements

To become a Warder of the Shalm, a character must fulfill all the following criteria.

Saves: Fortitude: +6

Skills: Concentration: 8 ranks; Knowledge (Nature): 10 ranks; Spellcraft: 4 ranks; Wilderness Lore: 8 ranks

Feats: One Item Creation feat (excluding Brew Potion, Create Infusion, and Scribe Scroll); Two of the following: Any Metamagic feat, Combat Casting, Energy Substitution, or Spell Focus.

Alignment: Must be partially Neutral.

Spells: Must be able to cast *Protection from Elements* as a Divine spell.

Special: Before becoming a Warder, the character must consecrate a sacred area to Obad-Hai (or equivalent Elemental/Nature Deity) in the wilderness, preferably with the spell *Hal-low*, though that is not a requirement.

Special: Upon becoming a Warder, the character must create his Warder Focus. This Warder Focus must be a permanent magic item (i.e. It must contain at least one power without charges) created with an Item Creation feat that reflects the Warder's individual personality and goals. A protective Warder might create a suit of armor or shield, a watchful Warder might create glasses or a ring, while a wrathful Warder might create a weapon or rod. The item must be a minimum of +3 equivalent quality, and possess a minimum of one elemental ability (i.e. *flaming*, *acid burst*, *fire shield*, *elemental command*, etc). The item must be created prior to the Warder's 2nd level. A Warder who has lost his Focus or has not created one is unable to use any of his magical powers until it is replaced or created.

Text in the above column is Closed Content

Class Skills

Str Jump, Swim
Dex
Con Concentration
Int Craft, Knowledge (nature), Scry, Spellcraft
Wis Heal, Intuit Direction, Profession, Wilderness Lore

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at each level:

Warders are likely to be encountered if there is a danger to an area of nature, especially if this danger upsets or is destroys the natural order.

All of the following Shalm class.

Warders of the Shalm are proficient with the following weapons: halfspear, light hammer, longspear, net, quarterstaff, scimitar, sickle, shortspear, sling, warhammer. Their spiritual oaths prohibit them from using weapons other than these. They are proficient with the following armor: padded, leather, or hide. They are not proficient with metal armor (thus, they may wear only padded, leather, or hide).

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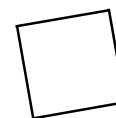
All of the following Shalm class.

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A Warder who wears prohibited armor or wields a prohibited weapon is unable to use any of his magical powers while wearing it. (Note: A Warder can use the ironwood spell so long as it is not a prohibited weapon.)

A Warder who wears prohibited armor or wields a prohibited weapon is unable to use any of his magical powers while wearing it. (Note: A Warder can use the ironwood spell so long as it is not a prohibited weapon.)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Domain, sense elements	+1 Spellcasting Level
2	+1	+3	+0	+3	<i>Energy substitution</i>	+1 Spellcasting Level
3		+3	+1		Create elements	+1 Spellcasting Level
4	+2	+4		+4		+1 Spellcasting Level
5		+4	+1		Elemental fortitude (+5), project elements (1/day)	+1 Spellcasting Level
6	+3	+5		+5	Elemental transmutation	
7	+3		+2	+5		+1 Spellcasting Level
8		+6	+2		Elemental fortitude (+5)	+1 Spellcasting Level
9	+4	+6		+6	Control elements, project elements (3/day)	
10	+5		+3	+7		+1 Spellcasting Level
11					Elemental fortitude (+5), project elements (4/day)	
12						
13					Project elements (5/day), bonus feat	
14					Elemental fortitude (+5)	
15					Project elements (6/day)	
16					Bonus feat	
17					Elemental fortitude (+5), project elements (7/day)	
18						



Spells: A Warder continues training in magic as well as his elemental powers. Thus, when a new Warder of the Shalm level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (shapechanging abilities, immunities, metamagic or item creation feats, and so on). This essentially means that he adds the level of Warder to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a Warder, he must decide to which class he adds each level of Warder for purposes of determining spells per day when he adds the new level.

Domain: In addition to his standard spells, a Warder chooses a domain of power. The chosen domain gives the Warder access to a domain spell at each spell level, from 1st on up, as well as a granted power. When a Warder prepares a domain spell, it must come from his chosen domain. If a domain spell is not on the Warder's spell list, a Warder can only prepare it in his domain slot. A Warder may choose his domain from Air, Earth, Fire, or Water. Once this choice is made, it cannot be changed. This element becomes the Warder's focus element for certain future abilities. Occasionally, Warders take on a name representing their chosen domain, calling themselves *Flamecallers*, *Raincallers*, *Stonecallers*, or *Windcallers* as appropriate.

Sense Elements (Ex): (Use: 3/Day + Wisdom Modifier) A Warder is in tune with the elements around him to such a degree that he is able to sense specific elements near him. By concentrating, the Warder is able to sense the presence of a specific element (air, earth, fire, water) as a full round action. The Warder may detect the specific element within a quarter circle emanating out from the character in whatever direction the character faces, up to Long range. The character must think of the specific element when using this ability, and only one type of element may be sensed with each use of the ability. Sensing Elements lasts as long as the Warder concentrates, up to 1 minute per Warder level. The amount of information revealed depends on how long the character searches a particular area or focus on a specific element:

1st Round: Presence or absence of the element in that quarter (For some elements and environments this is trivial, for instance sensing earth in underground tunnels).

2nd Round: Amount of the element of the specified type in the area, and condition of the largest piece. Conditions vary by element but examples include: rampaging or waning (fire), pure or stagnant (water), contaminated or fresh (air), eroded or impenetrable (earth).

3rd Round: The condition and location of each individual piece or area. If an element is outside the character's line of sight, then the character discerns its direction but not its exact location.

The Warder may specify the element's state narrowly or broadly as desired, but may not change for the duration. For

instance, the Warder wishing to detect fire may narrow it to 'campfire' or 'molten lava', while a Warder wishing to detect earth may narrow it to 'iron' or 'slate'. Only naturally occurring elements may be sensed, so a natural vein of ore may be sensed but a sapphire ring could not.

Note: Each round the character can turn to detect the element in a new area. The spell can penetrate all barriers, but spells that block detection will stop this ability.

The DM decides if a specific element is present.

Create Elements (Sp): (Use: 1/Day + Wisdom Modifier) A Warder's association with the elements has grown at 3rd level, allowing him to create small quantities of the four basic elements at will as a standard action. The Warder is able to create 1 cubic foot of air, earth, fire or water per level (3 cu.ft. at 3rd, 4 cu.ft. at 4th, etc). This spell-ability is similar to the spell Create Water, in that an element cannot be created within a creature, but may be created inside of an object or container. Variations on a particular element are possible as well. For instance, the Warder could create fog, mist, or steam for air, rocks, stone, or dirt for earth, and rain or ice for water. Any element created by this ability is a pure form (drinkable, breathable, non-toxic) and must be naturally occurring (a Warder cannot use this ability to produce a stone hammer for instance). Precious and rare materials worth more than 5gp, such as gems or mithril, may not be created with this ability. The creation must be within Short range of the Warder and the effects are permanent; however, without a means to contain, direct or fuel the element, it may dissipate within a round.

Energy Substitution (Ex): Upon gaining 2nd level, a Warder gains the bonus feat of Energy Substitution. When choosing a particular energy type, the Warder is limited to Acid (earth), Cold (water), Electricity (air), and Fire (fire). The Warder gains this feat even if he does not meet the requirements to acquire the feat.

A Warder with a base Will save of at least +9 can choose to gain the *Energy Substitution* feat even if he does not have the other prerequisites for the feat. The Warder may only choose Acid, Cold, Electricity, or Fire in order to use this benefit.

Elemental Fortitude (Su): Upon reaching 2nd level, the Warder's close relationship to the elements affords him limited immunity to the dangers associated with a particular element. A Warder gains Resistance 5 to the energy type associated with his Domain chosen at 1st level. The elements and associated energy types are Air (Electricity), Earth (Acid), Fire (Fire), and Water (Cold). This resistance increases as the Warder's power increases, giving an additional Resistance +5 at 5th and 8th levels. Each time the Warder receives this ability, he may choose to gain the additional Resistance to another energy type (excluding Sonic) that does not oppose his Domain element. For instance, a Fire Domain Warder may choose Acid Resistance 5 or Fire Resistance 10 at 5th level, but not Cold Resistance 5. Resistance to a specific energy type may never be higher than the Warder's resistance to his domain energy using this ability. This resistance does not stack with similar resistances afforded by spells or other abilities possessed by the Warder of the Shalm (the higher resistance takes precedence).

Project Elements (Sp): (Use: 1/Day + 1/Day every other level) Upon reaching 5th level, the Warder of the Shalm is able to project the elements as an attack form in a cone up to 25' in length. The type of attack is dependent upon the particular element projected at the time.

Air: The Warder causes a strong burst of wind to blow from his outstretched hand, knocking down creatures in the area. Any creature of Large size or smaller caught in this wind must make a Fortitude save (DC: 15 + Warder Level + Wisdom modifier) to avoid being knocked prone. Even if a save is made, the creature is dazed for 1 round. The wind does not affect creatures of Huge size or larger. The wind extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. The burst of wind can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of the range. Any creature with the [Earth] subtype is also damaged for 1d6 points per Warder level (Fortitude save for half damage).

Earth: The Warder causes a spray of dirt and sand to fly from his outstretched hand, causing blindness to creatures caught in the blast. Any creature with sight caught in the spray must make a Fortitude save (DC: 15 + Warder Level + Wisdom modifier) or be blinded by the spray for 1d4 rounds. Even if a save is made, the creature is dazed for 1 round. Creatures with no visual organs or who cannot see are unaffected by the blindness or daze effects of this ability. Any creature with the [Air] subtype is also damaged for 1d6 points per Warder level (Fortitude save for half damage).

Fire: The Warder causes a jet of flames to spring from his outstretched hand, causing fire damage to any creatures caught in the effect. Any creature caught in the blast must make a Fortitude save (DC: 15 + Warder Level + Wisdom modifier) or suffer 1d4 points of damage per Warder level. A successful save reduces the damage by half. Flammable materials such as cloth, paper, parchment, and thin wood burn if the flames touch them. Any creature with the [Water/Cold] subtype is also damaged for an additional 1d6 points per Warder level (Fortitude save for half damage).

Water: The Warder causes a geyser of rushing water to rush from his outstretched hand, stunning creatures in the area. Any creature of Large size or smaller caught in this geyser must make a Fortitude save (DC: 15 + Warder Level + Wisdom modifier) to avoid being stunned for 1d6 rounds. Even if a save is made, the creature is dazed for 1 round. The water extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to sputter and has a 50% chance to extinguish these lights. The jet of water can do anything a splash of water would be expected to do. It can drench creatures, smear writings, and overturn small obstacles. Any creature with the [Fire] subtype is damaged for 1d6 points per Warder level (Fortitude save for half damage).

Elemental Transmutation (Su): Upon reaching 6th level, the Warder's understanding of elemental relationships is such

that he is able to transmute one elemental form to another while casting a spell, without prior preparation. This allows the Warder to use his Energy Substitution feats (excluding Sonic) as if he were a sorcerer. If the spell's normal casting time is 1 action, casting a Transmuted version is a full round action. For spells with a longer casting time, it takes an extra full-round action to cast the spell Transmuted. The Warder may continue to use the Energy Substitution feat to prepare spells as normal.

Ward Element (Su): (Use: 1/Day + Wisdom Modifier) Upon reaching 7th level, the Warder of the Shalm is able to intuitively defend against elemental attacks. When attempting a counterspell against an elemental-based spell, the Warder need not have the same spell memorized (The spellcraft check determines only the type of element used: air, earth, fire, water, acid, cold, or electricity), nor have a specially prepared counterspell ready. In order to counter the spell, the Warder uses a spell of at least one level higher than the spell being cast.

Control Element (Sp): (Use: 1/Day) Upon reaching 9th level, the Warder of the Shalm's power over the elements is complete, giving him the ability of ultimate control over one particular element at a time. By concentrating for a full round action, the Warder is able to duplicate the effects of any Arcane or Divine spell of 7th level or lower that changes an element's state. The effect of this power lasts for 1 minute/Warder Level or until the Warder ceases to concentrate. Use of this power is limited to Medium Range. Each use of this power affects only one element (air, earth, fire, or water), but the effects may change once each round as the Warder desires. Examples of spells whose effects may be duplicated include: *Control Weather*, *Control Winds*, *Control Water*, *Fog Cloud*, *Gust of Wind*, *Make Whole* (Objects made of natural elements), *Mending*, (Objects made of natural elements), *Move Earth*, *Obscuring Mist*, *Purify Drink*, *Pyrotechnics*, *Quench* (Cannot be used on items), *Soften Earth and Stone*, *Stone Shape*, *Transmute Mud to Rock*, *Transmute Rock to Mud*, and *Wind Wall*. Elements cannot be created from nothing using this ability, only changed, controlled, or destroyed. The DM has the final say on which spell effects may be emulated in his campaign.

Elemental Transcendence: Upon reaching 10th level, the Warder's affinity for the elements is complete, and he gains the Half-Elemental template from the *Manual of the Planes*, with the following changes:

1. The element must match the Warder's Domain.
2. Ability score modifiers are ignored.
3. Special abilities are gained with respect to the character's Warder level, not character level.

This changes the Warder's type to Outsider from its original type. A Warder is then immune to effects that target humanoids, but is subject to spells that target Outsiders.

Epic Warder of the Shalm

Ascension to elemental transcendence does not mark the end of a Warder's path. None can rival the elemental affinity nor display such elemental prowess as the epic Warder of the Shalm.

As a spellcaster and channeler for elemental energies, the

epic Warder should look for feats that improve upon these traits, such as Epic Spellcasting, Improved Spell Capacity, and Spontaneous Domain Access. Armor Skin and Damage Reduction improve your defensive skills as well.

Other Options: Because Warders may have to deal with extraplanar creatures, consider Planar Turning. In order to improve your Warder Focus, Epic Item Creation feats may be appropriate.

Skill Points at each level: 4 + Int Modifier

Spells: The epic Warder of the Shalm's caster level increases by one per level gained above 10th. The epic Warder of the Shalm's number of spells per day increases until his caster level reaches 20th.

Sense Elements (Ex): The duration of the Warder's Sense Elements ability continues to increase as his level increases.

Create Elements (Sp): The amount of material the Warder may create continues to increase as his level increases.

Elemental Fortitude (Su): The Warder's innate resistance to elemental effects continues to increase in epic levels. The Warder receives an additional Resistance +5 every 3 levels gained after 8th. As before, this additional Resistance may be on any energy type (excluding Sonic) that does not oppose his Domain element. Resistance to a specific energy type may never be higher than the Warder's resistance to his domain energy using this ability.

Project Elements (Sp): The epic Warder of the Shalm may use this ability an extra time per day for every 2 levels gained after 9th. The damage and effects of this ability continue to increase as the Warder's level increases.

Ward Element (Su): This ability may be used on epic spells, as long as the counter spell slot used is epic spell level at least one level higher.

Control Element (Sp): The duration of this ability continues to increase as the Warder's level increases.

Elemental Transcendence: Special abilities based on the template are continued to be gained based on the Warder's current level.

Bonus Feats: The epic Warder of the Shalm gains a bonus feat (selected from the list of epic Warder of the Shalm feats) every three levels after 10th.

Epic Warder of the Shalm Bonus Feat List: Armor Skin, Bonus Domain (Air, Earth, Fire, Water), Damage Reduction, Energy Resistance, Epic Spellcasting, Extended Lifespan, Improved Combat Casting, Improved Spell Capacity, Planar Turning, Spell Knowledge, Spell Stowaway, Spontaneous Spell.

Φ



(song mage)

By Paul Giegler

Jasmine walks slowly along the road through tempest glade. Admiring the play of light and shadow through the leaves, the babbling of a cool brook and the warble of song-birds. She strums lightly on her lute.

Off in the trees a hidden sorcerer watches.
A lone girl? She reeks of magic. Leather armor, the lute, that beauty, she must be a bard. No bard spell can defeat my will and she has no allies to back her. Easy pickings, I might even have a little fun.

In silence he prepares. His defenses active, his speed enhanced. He invisibly flies to the road ahead of Jasmine. She stops as though she heard something. She begins to sing a magic tune, granting her strength as she puts her lute away to draw her sword. He watches...

Without a pause in her song, she casts a spell. Looking strait ahead, her gaze meets the sorcerer's eyes. He hurls a sphere of silence and a gout of flame towards the young woman. Her sight magically enhanced, she tumbles away from the flame negating its worst effects.

Jasmine's voice breaks through the silence, shattering it with power. A second melody entwines with the first. Meshing completely, the two melodies merge into a more powerful magical entity. She attempts to charm the wicked sorcerer, but his will is far too strong.

"That was impressive, but do you really think your feeble songs can help you? You have no one to back you up, your spells are useless. I am nigh invulnerable to any physical attack. Give in, and I promise you will take pleasure in your death."

"My songs are more powerful than you can possibly imag-

Requirements

To become an ariamagus, a character must fulfil the following criteria.

Skills: Perform 10 ranks, Spellcraft 10 ranks.

Feats: Skill Focus (Perform), any metamagic feat.

Spells: Must know at least one 2nd level arcane spell and must know the spell *silence*.

Special: Must have and be able to use the bardic music ability 4 times per day.

ine, fool."

With that Jasmynes fingers trace the intricate patterns that spell power, her songs halt, and her voice echoes the words of power with a harmony and rhyme that few could master. Harmonies that coalesce into a frigid cone of abject destruction.

What is that spell? Cone of Cold? she can't! Wait, it's maximized! No bard can cast at that level of power!

The foul sorcerer's thoughts slow to nothing as his blasted and ice covered body falls to shatter against the ground.

Description

Some bards use song to strengthen their allies. Some to weaken their foes. Some bards seek to empower their physical combat abilities. But some few see the truth of song and magic intertwined. All song is magic, the harmonies resonate with the very soul of all that hear and echo the sounds of creation. Magic is the song of the universe itself, a wondrous melody and rhythm that spins the very fabric of existence. Those few that

TABLE 3-4: ARIAMAGUS ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Aria magic, bardic music	+1 Spellcasting Level
2	+1	+0	+0	+3	Extra spell known	+1 Spellcasting Level
3	+1	+1	+1	+3	Change of pace	+1 Spellcasting Level
4	+2	+1	+1	+4	Extra spell known	+1 Spellcasting Level
5	+2	+1	+1	+4	Dispel silence	+1 Spellcasting Level
6	+3	+2	+2	+5	Extra spell known	+1 Spellcasting Level
7	+3	+2	+2	+5	Chorus of many voices (duet)	+1 Spellcasting Level
8	+4	+2	+2	+6	Extra spell known	+1 Spellcasting Level
9	+4	+3	+3	+6	Chorus of many voices (trio)	+1 Spellcasting Level
10	+5	+3	+3	+7	Extra spell known	+1 Spellcasting Level



Class Skills

The Ariamagus' class skills are:

Str

Dex

Con Concentration

Int Alchemy, Craft, Decipher Script, Knowledge (arcana),
Read Lips, Scry, Spellcraft

Wis Listen, Profession, Sense Motive

Cha Bluff, Diplomacy, Perform

None Speak Language

See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int Modifier.

do realize and seek to master the songs of magic are called Spell Singers. They meld their spells and song into a single fluid form.

Class Features

Aria Magic (Spells): Aria magic allows your character to cast spells at the cost of using bardic music performances. The maximum spell level that your character can use aria magic with is equal to your Ariamagus level -1. All spells cast through aria magic must have a verbal component. Spells cast through aria magic can be cast spontaneously or memorized depending on the casting method of the class of origin. If a spell memorized with ariamagic is not cast or the slot not release, the bardic performance cost will not be recovered the next day. Spells are cast with their normal casting time, including the full round action if spontaneously casting a spell with metamagic. Spells cast or memorized with aria magic do not use a spell slot, but do use a number of bardic performances as specified in the following chart.

Ariamagus level	Spell level	Performance cost
1	0	1
2	1	2
3	2	2
4	3	3
5	4	3
6	5	4
7	6	4
8	7	5
9	8	5
10	9	6

Extra Spell Known: Your character gain a new spell at up to the maximum level that you can cast. This spell can be on the bard, cleric, druid, or wizards spell list and must have a verbal component. If your character use a spellbook to prepare spells, the spell is scribed into your spellbook at no cost. Other-

wise you know the spell.

Bardic Music: Ariamagus levels stack with bard levels for purposes of bardic music performances. At each Ariamagus level, your character gains an additional bardic performance.

Change of Pace (Ex): You can change the pace of your bardic music without interrupting it. This allows you to cast a spell or otherwise speak without interrupting a bardic performance that requires continuous singing. This is a move equivalent action. You must pass a performance check with a DC = 20 + (2 × spell level) to maintain the songs pace and melody. If you fail the perform check, all songs end as if you have stopped singing. This ability applies to both normal spells and those cast through Aria Magic. You can use this ability when using Chorus of Many Voices or with spells that require a full round casting if you have an extra move-equivalent action, such as from haste.

Dispel Silence (Su): You can dispel an area of magical silence by succeeding a perform check against a DC equal to 15 + the caster level of the silence. This ability is a standard action. This ability uses one bardic performance for each attempt.

Chorus of Many Voices: You can sing more than one bardic song at once. Duet allows you to sing two songs at once if succeed a performance check DC 30 every round that you maintain the two songs. Trio allows you to sing three songs at once if you succeed a performance check DC 40 every round that you maintain the three songs. If you fail the perform check, all songs end as if you have stopped singing. Chorus of Many Voices is a move equivalent action.

Φ

Ale Golem

By Matt Halm, Illustrated by Matt Halm

Large Construct

Hit Dice: 8d10 (45 hp)

Initiative: -1 (Dex)

Speed: 20 ft. (can't run)

AC: 18 (-1 size, -1 Dex, +10 natural)

Attacks: 2 slams +10 melee

Damage: Slam 2d8 and drunk

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Drunk

Special Qualities: Control liquid, construct, damage reduction 10/+1, immune to bludgeoning weapons

Saves: Fort +3, Ref +1, Will +4

Abilities: Str 22, Dex 8, Con —, Int —, Wis 14, Cha 10.

Climate/Terrain: Any

Organization: Solitary or gang (2-4)

Challenge Rating: 8

Treasure: See below

Alignment: Always neutral

Advancement: 9-17 HD (Large); 18-26 HD (Huge)

Created by twisted barkeeps, ale golems usually kill their creators and then go on a rampage through town.

Combat

Ale golems frantically attack the closest enemy, or (if all are equally close) the most damaged one. If there are no enemies in sight, it attacks the walls, doors, and any items in the room in a never ending search for foes.

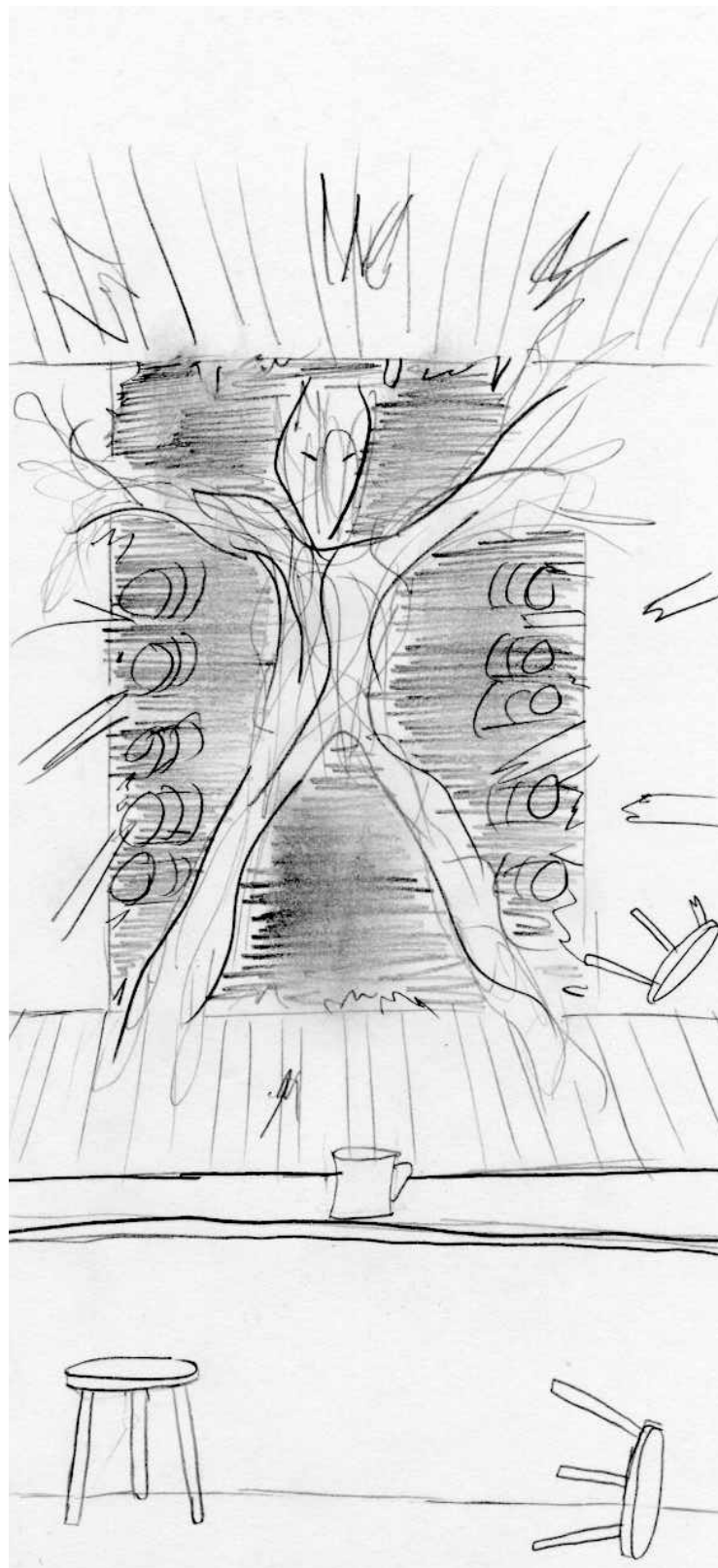
Drunk: Any creature hit by the ale golem's slam attack is treated as if they are drunk.

Drunk characters act normally, but with the following restrictions:

- If a drunk character moves, use the grenadelike weapons chart to determine the direction the character moves in.
- If a character attacks, roll randomly to see which enemy or ally the character attacks.
- The character cannot use skills that require concentration. All other skills are subject to the penalties described above.

This effect lasts for 12 hours. Any *heal* spell, potion, or scroll negates the effect, and the characters allies may slap (use an unarmed strike) the character to negate the effect for 2 rounds.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Immune to Bludgeoning Weapons (Ex): Bludgeoning weapons, even enchanted ones, deal no damage to an ale golem, bouncing off the fluidic membrane that envelops it.

Treasure: Depending on the type of ale used to create the golem, characters may want to salvage as much as they can and sell it later (ale is sold for half of the listed price). There are several different types of ale, described under Construction.

Construction

An ale golem's body is made from ale poured into a tough humanoid-shaped membrane. The golem's cost varies on the type of ale used. Constructing the membrane is a complex task that costs 2,000 gp and requires a successful Alchemy check (DC 20). The creator must be at least 12th level and able to cast arcane spells. Completing the ritual drains 2,800 XP from the creator and requires *geas/quest*, *limited wish*, and *polymorph any object*. The golem is then filled with ale of a chosen type, described in the table below.

The lab required to make the golem costs 8,000 gp, and can be reused for multiple golems. If the lab is reused, 4,000 gp must be spent to replenish supplies.

The total cost for the golem is listed on the table below.

Ale Type	Effect	Cost	Total Cost
Poor	Saves -2	4,000 gp	14,000 gp
Mediocre	Saves -1	7,000 gp	17,000 gp
Good	No effect	10,000 gp	20,000 gp
Great	Saves +1	13,000 gp	23,000 gp
Exquisite	Saves +2	16,000 gp	26,000 gp

Φ

Magic Missiles

Bard Spells

By Matt Halm, Illustrated by Matt Halm

Improved Protégé

Evocation

Level: Brd 9

Components: V, S, F

Casting Time: 1 minute

Range: Touch

Target: Creature touched

Duration: 1 minute per caster level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You can briefly grant full bardic abilities to a creature of your choice. The subject of the spell can then function as a bard of your current bard level with respect to bardic music and bardic knowledge. *Improved protégé* also grants spellcasting ability to the creature, treating them as a bard of half your bard level, and gives them access to all bard spells. For Perform checks and bardic music prerequisites, the creature uses its own ranks in Perform or yours, whichever is better.

The subject does not gain additional Hit Dice or any other bonuses not described above due to the bard levels "gained."

Focus: The caster's instrument.

Weatherproofing

Abjuration

Level: Brd 0

Components: V, M

Casting Time: 1 round

Range: Touch

Target: One object

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: No (harmless)

The object you touch becomes pervious to rain, snow, hail, sleet, clears a path 5 feet wide and 5 deep through fog. This effect lasts 1 hour per caster level.

Bards often use this spell weatherproof their boots for long treks. Hats are also frequent targets.

Material Component: A glass bead.



Φ

The Edge of the World

By Matt Halm, Illustrated by Matt Halm

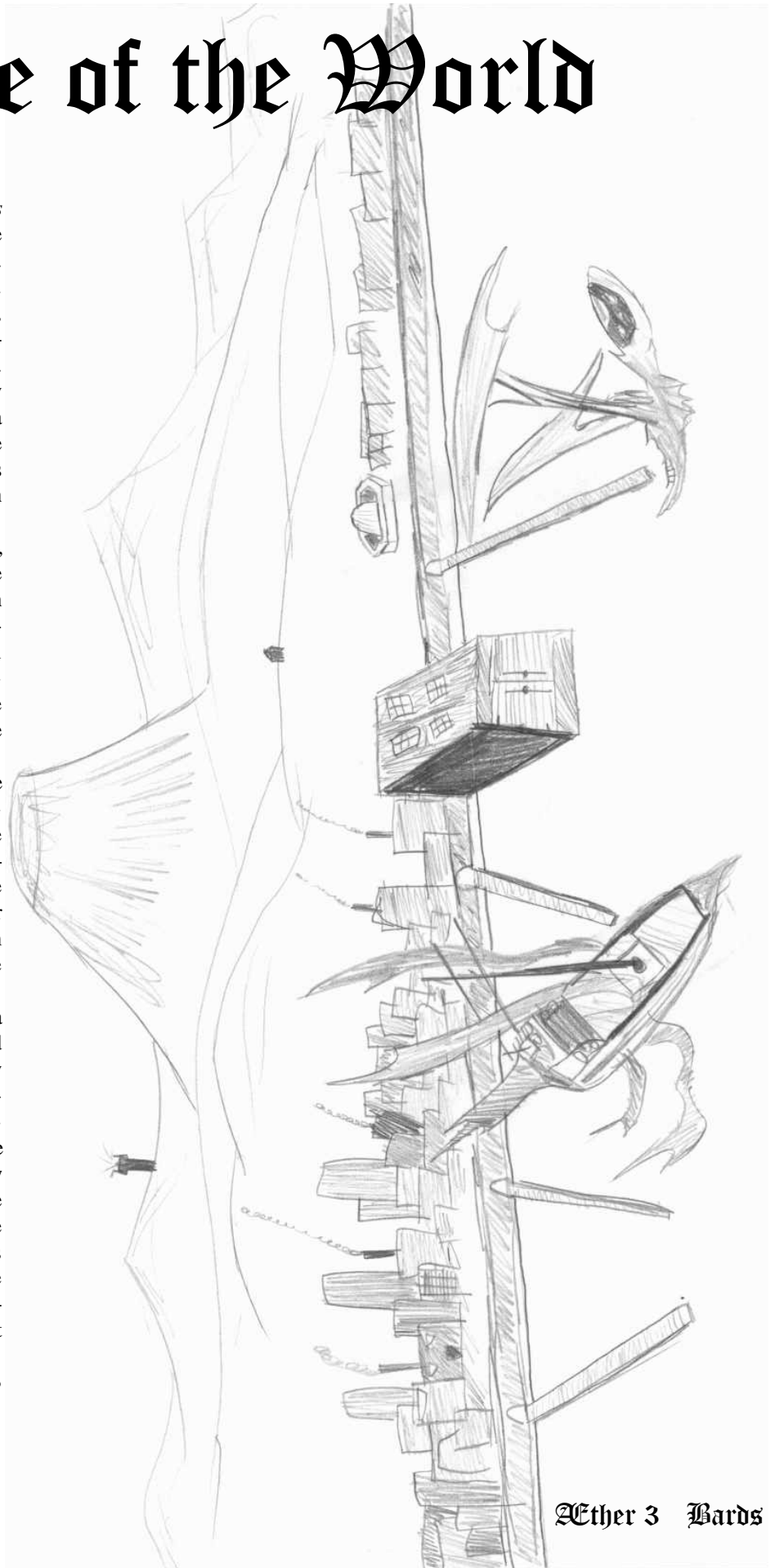
On page 154 of the *DUNGEON MASTER's Guide*, several different types of worlds are listed: hollow, flat, or the inside of a tube. But it doesn't describe or elaborate on them. Imagine a world that is flat. Since it is flat, that opens up a whole new realm of possibilities not available on a spherical world. Sea captains are constantly afraid that they might slip over the edge and fall down a never-ending waterfall. One of the more interesting concepts of flat worlds are ports on the edges of them (similar to ports on an ocean).

If there are ports on the edges of worlds, you need to decide what type of ships are docked at these ports. The obvious (though by no means necessary) choice is to incorporate the *Spelljammer* setting (described in *Polyhedron* #151) and use those ships. Another alternative is to use ships from the *Dragonstar* setting, or a combination of the two. You could also design your own ships.

Where do these ships go? Are there other flat planets that they trade with? Absolutely. Some port cities are on the same world, and others are thousands of kilometers away on different worlds. Since there could be any number of flat planets in your campaign setting, almost any setting, from the FORGOTTEN REALMS to Rokugan, can be added to a campaign with islands in space.

If players know that they can just fly a whip around to different places on the world instead of walking or riding a horse, they might start doing things that normal characters of their power level cannot do. For example, characters who had just driven a foe out of a certain location and they know where he's going to go. They might be able to beat him there and stage an ambush. One way to avoid this is to have space pirates threatening certain areas, or to make the ships slower. The latter also provides several problems, as the players probably won't want to use the ships at all.

Φ



Barding

By Matt Halm

Just as fighters equip themselves with different types of magical armor, a paladin equips his steed with different types of barding. The feat below allows characters to forge magical sets of barding.

Craft Magical Barding [Item Creation]

You can create magic barding.

Prerequisite: Spellcaster level 4th+.

Benefit: You can create any magic barding whose prerequisites you meet. Enhancing barding takes 1 day for each 1,000 gp in the price of its magical features. To enhance a set of barding, you must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price. See below for descriptions of enhancements, the prerequisites associated with each one, and prices of their features.

You can also mend a broken set of barding if it is one that you could make. Doing so cost half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The set of barding must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

Barding Special Abilities Descriptions

Seismic: This enhancement allows the mount's rider to, once per week, create an *earthquake* within 400 ft. as the spell cast by an 8th level cleric.

Caster Level: 15th; *Prerequisites:* Craft Magical Barding, *earthquake*; *Market Price:* +5 bonus.

Swift: This enhancement increases the mount's base speed by the listed amount.

Caster Level: 6th; *Prerequisites:* Craft Magical Barding, *expeditious retreat*; *Market Price:* +1 bonus.

Weightless: This enhancement causes the barding to have a weight of 0. A mount wearing weightless barding suffers no speed penalty. A mount wearing extreme *weightless* barding moves at quadruple normal rate when running (instead of only triple, as described on the table below).

Caster Level: 6th; *Prerequisites:* Craft Magical Barding, *levitate*; *Market Price:* +1 bonus.

TABLE 3-5: BARDING

Barding	Speed			
	(40 ft.)	(50 ft.)	(60 ft.)	(70 ft.)
Medium	30 ft.	35 ft.	40 ft.	45 ft.
Heavy	30 ft.*	35 ft.*	40 ft.*	45 ft.*
Extreme	25 ft.*	30 ft.*	35 ft.*	40 ft.*

*A mount wearing heavy or extreme barding moves at only triple (instead of quadruple) normal rate when running.

Pedomancy

By Matt Halm

"I think I'll establish a new school of magic," the wizard said. "Pedomancy — the sorcery of the feet."

—Dissolution by Richard Lee Byers

Spellcraft (Int)

You can use this skill to cast a spell with your feet. You must beat a DC equal to 10 + the spell level. Elves (including all subraces) do this with an additional +15 to the DC described above. All other races do this with an additional +25 to the DC.

If you are standing up while casting a spell with your feet, there is an additional +10 to the DC of the check. Sitting down eliminates this penalty. If the caster is wearing shoes he cannot cast a spell with his feet.

You add your Dexterity modifier as well as your Intelligence modifier to a Spellcraft check when attempting to cast a spell with your feet.

Normal: You cannot cast spells with your feet.

Foot Casting [General]

You are good at casting spells with your feet.

Prerequisite: Dex 16.

Benefit: The DC to cast a spell with your feet is decreased by 5.

Special: You may take this feat multiple times. Every time you take the feat, the prerequisite increases by +2. Its effects stack.

Prehensile Toes [General]

Your toes are as agile as your fingers.

Prerequisite: Dex 22 (if you are an elf or an elven subrace, this requirement is lowered to Dex 18), Foot Casting.

Benefit: The DC to cast a spell with your feet is 10 + the spell level (no additional modifier).

Special: You make this feat at any time if you succeed at a Dexterity check (DC 25).

Simultaneous Pedomancy [General]

You can cast with your toes and your fingers at the same time.

Prerequisites: Foot Casting, any one metamagic feat.

Benefit: You can cast a spell with your feet at the same time as you cast a spell with your hands. Alternatively, you can cast the same spell with both feet and get a +5 bonus on any Spellcraft checks necessary to cast the spell and increase the DC of a saving throw against the spell by +5. To do this requires a full-round action, and you are still subject to the penalties associated with casting a spell with your feet.

This month

Polyhedron 155: GeneTech, Delta Green

By Matt Halm

About the Magazine

First off, you have to know that I'm a bit of a *Polyhedron* fan. Apparently, I'm one of the only people (there are two of us I think) who actually like **both** *Dungeon* and *Poly*. It seems that every issue there's someone complaining about the extra cost of *Poly*. Anyway, issue 155 is one of the best so far (besides *Omega World*, and I'm only counting since it was packaged with *Dungeon*). Not only is there a mini d20 Modern campaign (to which I say simply "meh"), but there's also an adventure! That brings the total number of adventures in this issue of *Dungeon/Polyhedron* to 5!



The Good

As some of you know, I'm not too big of a fan of d20 Modern. But this *URBAN ARCANA* thing looks pretty cool. Anything with such cool-looking "digital homunculi" has a good chance of being great (plus, part of my problem with d20 Modern is that there's no high magic – *URBAN ARCANA* fixes that).

It may seem like a minor thing, but the back order ad for *Dungeon* (even though the issues I don't have are sold out already...) is useful when looking for an adventure to run. All the party levels are there, and a brief paragraph about the magazine is also included.

The maps for GeneTech are useful for *anyone* running a d20 Modern, *Dragonstar*, or any other futuristic campaign.

As always the Release Roundup makes me want to head out to my local game store and spend lots of money....

The Bad

STOP MAKING MORE D20 MODERN SPINOFFS! Issue 150, 152, 154, and now 155 each have a different d20 Modern setting. That's 4 d20 Modern settings out of 7 issues! Even if I *liked* d20 Modern (or if I liked the new settings) I'd tell them to give it a rest!

Even though it's a d20 Modern setting, this issue's "mini-game" was especially "mini." I know, they added a Delta Green adventure, but there's almost no new stuff in all three of the chapters. I think they could have done without the campaign chapter and added more weapons and technology.

The Ugly

Yet again, I have to get angry that those unfortunate people (like me) who save money and time to get a subscription get our cover replaced with an ad. Is there any way to subscribe specifically to the *Polyhedron* half of *Dungeon/Polyhedron* and thereby get the *Poly* cover in the mail?

No. The post office won't let us put two covers on subscriber copies. They actually threatened not to ship an issue if we did that. We're forced to put an ad in place of the cover on the Polyhedron side. Since the magazine is on the Dungeon ship number, the Polyhedron cover will, sadly, always be on the flip side and be subject to the ad swap. We've never been happy with the situation, and I know Erik Mona plans on trying to renew the fight in the coming months. We'll see what happens.

—Chris Thomasson

I also think that Bolt and Quiver could manage to be on one page by itself. Is there any particular reason why it is at the bottom of several pages?

Variety, essentially. [It] helps us bring graphic elements to pages that otherwise would look full of text.

—Erik Mona

Ideas

First Watch

- With a little adaptation, the d20 Modern Map this month (or any month) can be adapted for fantasy D&D.
- Digital homunculi. 'Nuff said.
- Bolt and Quiver, although amusing, often provides quest ideas (if you make it more serious). For that matter, so does Nodwick or Zogonia.
- Make your own *Player's Handbook*! (Monte's Haul)

GeneTech

- If you're running a modern (or futuristic) campaign, you can add the moreau orcas to your personal Monster Manual.
- New guns.
- The maps in chapter 3 are useful for almost any campaign (fantasy takes a little work).

Delta Green

- The NCO Club and Mess Hall can easily be adapted to be taverns or other bars in inns, etc. Φ

Letters

What's your opinion about ready-made adventures? Are bards good or bad?

Letters, 1350 Corry Street, Yellow Springs, OH 45387

Email letters to cow080@yahoo.com or post your opinion at <http://groups.yahoo.com/group/Aethergroup>

*This month's letters section will
instead be a small FAQ.*

Æther

Why don't you publish *Æther* monthly?
Why is *Æther* black and white?

You try making a new magazine every month. Black is cheap. White is cheaper.

There was no subscription ad in the last issue. Your website has no information about subscriptions. Can I still get a subscription? How much are subscriptions?

Yes, you can still get a subscription (use card above; mail to 1350 Corry Street, Yellow Springs, OH 45387). Subscriptions are currently \$12. You basically get a free issue by getting a subscription, so do it! If you're going to write a check, make it out to Matt Halm. Donations are welcome.

Can I get back issues of *Æther*?

Yes. Email me (cow080@yahoo.com)

Subscription Card

NAME (please print I don't want to try reading cursive)

A E

CIT / TATE/ IP

E MAIL A E

☐ 1 year (\$12) ☐ 2 years (\$23)

and tell me what issues you want. Then you pay me \$4. You'll also need to give me your address so I can actually send the issues to you.

What is *Æther's* website?

Currently, *Æther* has a small (and very bad) website (www.geocities.com/cow080). We are working on getting a new website up soon (it may be up by the time you read this, but we don't have the address yet). There will be

more information in future issues.

Matt

You keep complaining about d20 Modern, but in the first issue of *Æther* you ran a d20 Modern setting. You even added more to that setting in the second issue! What gives?

You've found me out – I even have my very own d20 Modern campaign.

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Clerics