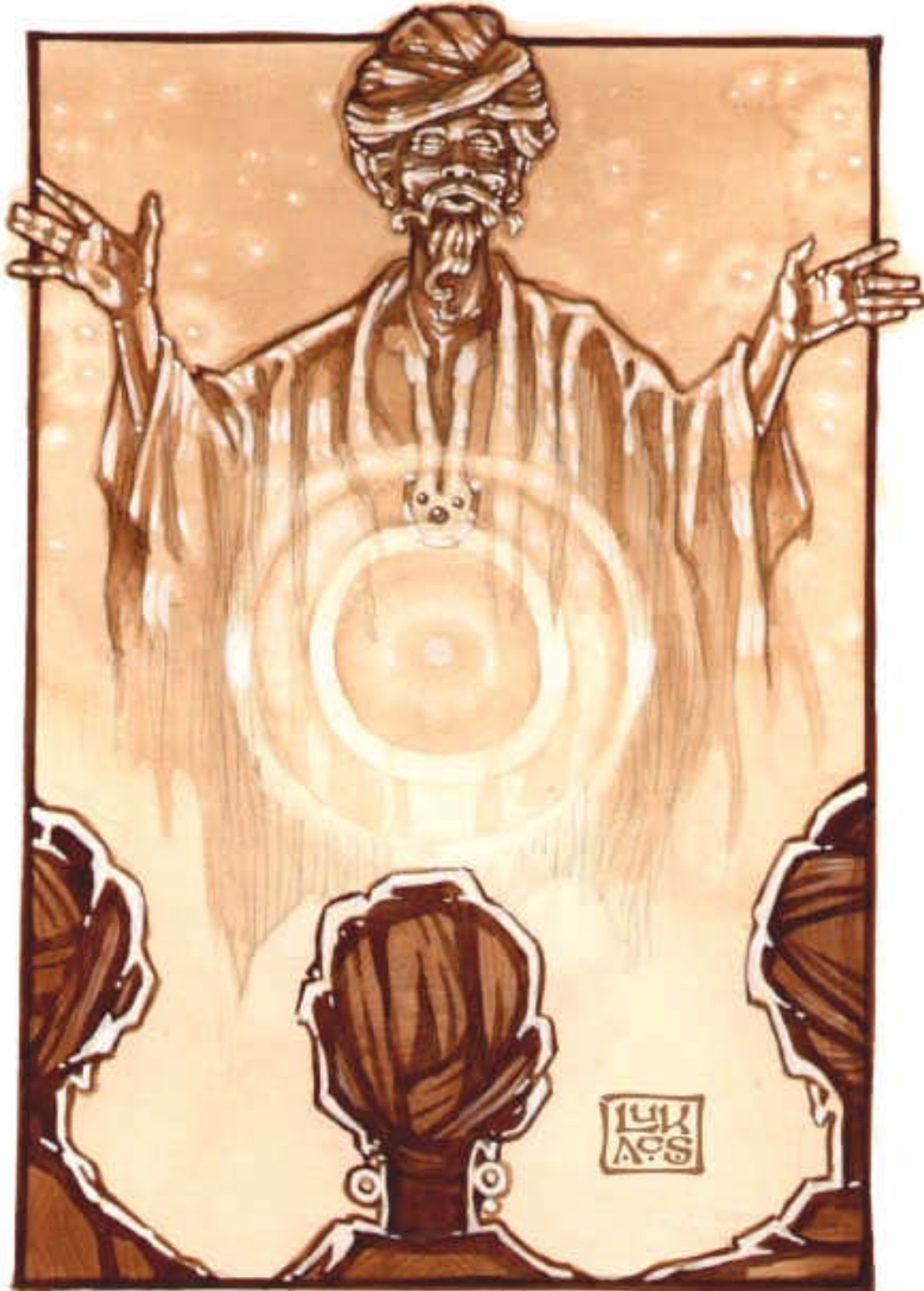


Aether

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Clerics

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Table of Contents

Volume I March/April 2003 Number 4: Clerics

Articles marked with © are (except for illustrations) entirely Open Game Content (Open Game License, page 27)

Æther

10 Severer ©

Psionics for EVERYONE! The second in a series of articles modifying traditional classes into psionic classes. This issue, the subject class is the cleric.

14 Divine Archer ©

It's not as lame as it sounds.

16 Raised One ©

What is the difference between raising a character and creating an undead such as a zombie? Perhaps the distinction is not as clear as it seems.

THE undead template.

18 Dedicated Disciple ©

Previews

19 Uerios: Arboreal Gnome

Hundreds of years ago, gnomes took to the trees.

20 Dune: Allegiances

Instead of choosing a race, characters in the Dune setting choose an allegiance. Each allegiance bestows various benefits and detriments to the character.

Animal Companions

04 March Fo(u)rth for GM's Day: Ale Golem Revised ©

05 Zogonia

05 Hey! God be praised!

06 Heroes Herald: Devotees of Faith

11 New God: Vinduil ©

11 New Domain: Psionics ©

15 New Domains: Dream, Nightmare, Radiance, and Umbra ©

25 Vecna's Other Hands: Boots! ©

26 Conventions: Origins 2003, ÆtherCon 2003, GenCon 2003

27 Letters

26 What do we want?

27 Open Game License



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

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



Ætherhead

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Ale Golem

REVISED

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, usually accompanied by its creator.

Challenge Rating: 8

Treasure: See below

Alignment: Always neutral

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

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

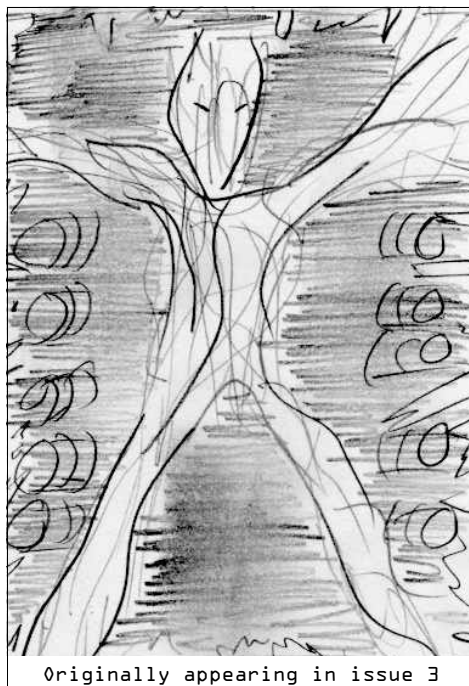
Combat

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, penalties, and bonuses:

- If a drunk character moves, use the grenadelike weapons chart to determine the direction the character moves in.
- The character also moves at half their normal rate.
- If a character attacks, roll randomly to see which enemy or ally the character attacks.
- The character cannot use skills that require concentrating. All other skills are subject to the penalties described above.
- Drunk characters suffer a temporary -2 penalty to Dexterity, Intelligence, Wisdom, and Charisma (although depending



on the character's surroundings, he may receive a bonus to certain skills [Perform {drinking} perhaps] or situations [impressing fellow bar patrons] at the GM's discretion).

- Drunk characters gain a temporary +2 bonus to Strength that lasts for approximately 10 minutes after becoming drunk, and a temporary +2 bonus to Constitution.

These effects last for 12 hours. Any *heal* spell, potion, or scroll negates the effect, and the character's allies may use a full round to slap (use an unarmed strike) the character to negate the effect for 2 rounds.

Control Liquid (Su): In addition to controlling its own shape, an ale golem can affect a small quantity of liquid within 50 feet (such as a mug of beer). The ale golem can throw the liquid around to create confusion and provide a +2 Dodge bonus to its Armor Class. This ability lasts for

one minute.

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. The ale must be recovered quickly, however, or it will be useless to any barkeeper. Each round after the golem's death the ale's worth decreases by 100 gp.

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. Usually the labs are modified rooms in a tavern or inn. If the lab is reused, 4,000 gp must be spent to replenish supplies.

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

Φ

ZOGŌNIA

BY TONY MOSELEY



Hey!

God be praised!

As this issue started coming together in January, several great things happened. Tony Moseley drew a small cartoon (on this page) for *Æther!* John Belando “signed on” as the associate editor for *Æther!* Oh, and Chuck Lukacs agreed to let me use some of his pictures (like the cover art)! All those years of sacrificing goats to Vecna finally paid off....

Okay. So apparently March fourth was GM’s Day. Let’s see... now it’s May. So it’d probably be too late to do anything for GM’s day right? Wrong! To the left you see a new and improved version of the Ale Golem from issue 3. It occurred to me that I left out a whole lot of stuff for that guy (like most of his special abilities), so I redid it.

One of my friends said that none of the Feats in the *Player’s Handbook* really have anything to do with the gods. So here’s a new feat:

Ultimate Cosmic Power

You have ultimate cosmic power!

Prerequisites: You must be touched by every god at once.

Benefit: You always get a natural 20 on attacks, always go first, always deal maximum damage, always succeed at critical hit confirmation, always succeed at skill checks, and you always flank your opponents.

Normal: You do not do that.

So there you go: a feat granted by the gods.

Way back in issue 2, I promised an issue about the Underdark in March/April. Well... I lied. I hope you like clerics instead.

—Matt Halm
Editor

Current Projects

Psionics Guidebook: A sourcebook full of new psionic classes, spells, monsters, feats, skills, etc.

Dune d20: A d20 conversion for the *Dune* setting.

Uerios: A modified FORGOTTEN REALMS setting designed for evil PCs (’cause I can). Check out page 19

More information in future issues

Heroes Herald by Harliquinn Whiteshadow

Devotees of Faith

By John Bellando

Well met, readers. Make yourselves comfortable and prepare for a fascinating journey. As your guide, I, Harliquinn the Minstrel, will be traveling across the realms in search of heroes and heroines alike. In an effort to better understand those brave adventurers who wander the world in search of evil to vanquish, undead to destroy and treasure to recover, I have started cataloguing their words of wisdom. It is my hope that these tales will inspire those who read them, and offer insight into the myriad types of warriors, mages, priests and rogues that protect our lands, often unseen or unthanked. Each issue, I will track down one or more adventurers and endeavor to learn more about them, and impart this knowledge to our readers. So sit back and enjoy the gentle fire as we travel the realms in search of Heroes to Herald...

Our first journey takes us to the lush plains of Veluna, a land of holy men and peace. Though beneath the surface, there is evil lurking, waiting for moments of weakness to show itself. Luckily, there are priests such as Zortuk of Kord and Jillian, Devotee of Pelor, always ready to stand against the tide. Zortuk is an uncommon sight in the lands of Veluna, being born of human and orc parents. He has taken up the mantle of a Cleric of Kord, the God of Strength. Jillian is a devout follower of Pelor, the God of the Sun. Though she does not follow the standard Halfling deities, Jillian's small stature has not stopped her from spreading the word of her god throughout her journeys.

[Harliquinn] Well good afternoon, and thanks for taking the time from your busy adventuring career to answer some questions for me! I've always been fascinated with you priestly types, such devotion to your god and all that. What event in your life made you realize that you would walk the path of a cleric of Kord?

[Zortuk of Kord] Yuz welkum. Kord choose me as his own. When Kord infused me with divine strength to move boulder from shepherd's leg. Kord give me strength when I need.

[Harliquinn] And you, Jillian? I understand your story is a little different.

[Jillian] I choose to become a patron of Pelor because it was the Temple of Pelor who took me in when I was orphaned. I'm from a small town, which had no temples. When my village was attacked by orcs [she casts a sidelong glance at Zortuk] and my parents killed, it was the Temple of Pelor from a neighboring town who helped me. In turn, I decided to devote my life to serving Pelor. It wasn't until I started adventuring that I found out there are numerous temples to numerous gods. I find it fascinating that there are so many. But Pelor is the best.

[Harliquinn] Do you find your adventuring helps you to become closer to Pelor?

[Jillian] My adventuring does help me come closer to Pelor. I feel that he watches over me and he often works through me to help others.

[Harliquinn] And you Zortuk, do you feel closer to your god while adventuring?

[Zortuk of Kord] Zortuk likes to think so.

[Harliquinn] Do you find enough time during the day to give proper worship?

[Zortuk of Kord] Yes, meez prays at Noon and gives thanks to Kord while meez eats.

[Jillian] There isn't always enough time everyday for what I feel is proper worship...my fellow adventurer's often rush me. But I make up the time on days I can.

[Harliquinn] How do you know if your prayers are heard? Have you ever witnessed a divine act by your god?

[Jillian] I know my prayers are heard because Pelor often works his wonders through me. I usually don't ask for anything for myself per se, but when it benefits the group, Pelor often answers. Have I ever witnessed a divine act by Pelor, oh my have I ever. This one time we were exploring a dungeon and came across a very, very evil altar. When I asked for Pelor's assistance, the altar was destroyed, literally split apart from Pelor's light and goodness. Inside I found an amulet of Pelor, which I wear and never remove.

[Harliquinn] Zortuk, what about you, have you witnessed your prayers being answered?

[Zortuk of Kord] Mine prayers are answered everyday dat meez gets my divine powers from Kord. Zortuk not sure on dis one...Meez do know that der are sometimes challenges of Kord that show up for meez to test my Strength and the Strength of my companions. Dey might be from Kord...

[Harliquinn] So your god tests you, tell me more about these tests.

[Zortuk of Kord] Yes...many times der are tests dat arise to test meez mettle. If yuz are interested in da Test of Kord yuz are welcome to join Zortuk in da clearing outside of town just before da Darkest Hour. Kord's Tests come at Midnight when dey occurs. The Test for Zortuk is to defeat the giant rats, giant bats, or snarling wolfs that can sometimes appear at the Midnight hour.

[Harliquinn] That certainly sounds like a good test for a cleric of Kord. Guess it would be good to worship the God of Wine sometimes. What about you, Jillian, does the God of the Sun test his worshippers in similar ways?

[Jillian] Pelor tests me often, especially when it comes to sharing treasure. It's just not in my nature to give up what is mine so freely. And I feel I'm tested when confronted by evil, especially orcs. I hate orcs, I really do. [Zortuk grumbles a bit at this and Jillian gives him another guarded look.] But I stand up against them, and fight because I know Pelor is with me. He didn't let me die the first time I encountered orcs, and I was just a little, little child then.

[Harliquinn] So you believe your god watches out for you then?

[Jillian] I think Pelor watches me a lot; gee I can't get away with anything. This one time, I was digging in the sand and found a beautiful gem. Well, I kept digging to see if there were any more. Well, Pelor must have been watching and was displeased by my display of greed. For just then, at that very moment I was bitten by a sand viper. To say the least, I quit digging and learned my lesson – painful as it was.

[Harliquinn] Yeah, I imagine that would get the point across. Being the follower of a god who watches you must be tough, but rewarding. One thing that I have to give priests credit for is the whole tithing thing, I mean giving up some of your hard earned wealth for others. That's pretty selfless, and I guess a little out of your nature, eh Jillian? Does Kord and Pelor require that you give money to the church? Are there other special dictates you have to follow?

[Zortuk of Kord] Meez have not been to Temple of Kord since me started wandering seeking adventure and lookin' fer challenges. Kord iz wiff me all the time as meez tries to help the less den fortunate and to vanquish da evils of the world. Zortuk does not back down from direct challenges as dat is the way of Kord. It be an honor thing. Dat of course does not mean dat me iz dense enuff to accept a challenge of ten evildoers versus just myself. Brave yes...Foolish not so much.

[Jillian] I tithe when I can; we aren't always near a town or a temple. I don't believe I'm required to, but I've just always done it. I give, so that the temples can help others like they helped me.

[Harliquinn] What would happen if you failed to perform these procedures?

[Jillian] I'm not sure what would happen if I didn't tithe. I think Pelor would probably frown upon not sharing, for he aides me in acquiring the riches.

[Zortuk of Kord] Dat iz gud question...meez guessin' dat Kord would not be pleezd if meez failed him.

[Harliquinn] On the adventuring side you mentioned, do you hire yourselves out to adventuring companies or do you have a regular group of people you travel with?

[Zortuk of Kord] Meez not hav had chance to hire out to an Adventuring Company. Zortuk most often travel with Kate, Grog, Yllek, Draco, Beauregard, and Kelador.

[Harliquinn] What about you Jillian; do you have a regular group also?

[Jillian] I have a regular, or semi-regular group of people I travel with. This is actually my second adventuring group. I like this one better, lot's more short folk...It's nice to be able to look folks in the eyes when you're talking to them. I wouldn't even think of hiring myself. Do clerics really do that?

[Harliquinn] Sounds like an impressive group you have together. Do you enjoy traveling or would you rather practice your faith at home?

[Jillian] WE TRAVEL A LOT. And I like it, it gives me the chance to spread the word of Pelor and help folks all over. Besides, I really don't remember what it's like to have a true home.

[Zortuk of Kord] Meez travel all da time sinz Zortuk chased out from Orc Tribe...Zortuk not well liked many places. Zortuk think travel good sinz got no place to go otherwise.

[Harliquinn] That doesn't seem fair. Well hopefully after reading this, some people will take more kindly

to you. So, besides healing the wounded, what else do you do when adventuring? I see you have some pretty heavy armor there, so I guess you could take a few hits in a fight, huh?

[Zortuk of Kord] Zortuk most often in da thick of the fight...Kord blessings aid meez in battle. Meez gotz me big greatsword, and Zortuk know how to uze it gud.

[Harliquinn] Yeah I saw that sword; don't often see clerics wielding greatswords. I imagine you've surprised a creature or two. Jillian, you seem pretty well protected and armed also. I'm guessing you do more than just healing as well?

[Jillian] I do lot's of things besides healing. I can create food and water. This sustained us recently when we were traveling through the desert. I can hurt evil creatures with a number of Pelor's spells. I can protect and I can even fight, usually with my handy mace; that's Pelor's chosen weapon you know. My armor isn't as heavy as Zortuk's, but yeah, I could take a few hits...just a few though.

[Harliquinn] Well besides that, you have some pretty powerful magic. What kind of spells does a follower of Pelor use? Does your god give you any special magic to use?

[Jillian] I use all sorts of spells, but primarily healing. Pelor works through me often. Pelor does give me some special magic to use, especially those involving light. I always pray in the morning to memorize my spells, that's when Pelor's light is the brightest.

[Harliquinn] As a follower of the God of Strength, I would imagine you have a lot of combat spells, right Zortuk?

[Zortuk of Kord] Zortuk use magic that make him tougher and stronger mostly. Meez still have ability to make feat of strength like when meez saved da shepherd long ago. Meez get my spells in da night, at darkest hour.

[Harliquinn] I've seen some clerics and priests in

towns trying to convert people to their god. Seems weird, but I guess it has to be done. Do you actively recruit for your god? Does your god like you to bring in more followers?

[Zortuk of Kord] Zortuk has not met any who would be good candidates yet. Yes...what god does not. Ho ha!

[Jillian] I've seen that too. I don't understand why they're trying to convert people. I know Pelor's best, but I would prefer people to decide for themselves. I've also seen the opposite though too. Those dwarves can be awfully secretive. I don't recruit like others do; I spread the goodness of Pelor through my actions. I'm not sure if Pelor's really concerned about the number of followers he has. I think he prefers that I fight evil

[Harliquinn] Are there churches to Kord in the bigger cities of Veluna? Does Kord have lots of followers?

[Zortuk of Kord] Zortuk have not seen any in the parts of Veluna him travel through so far. Der are more of us den people think.

[Harliquinn] That's interesting to consider. Do you have rivalries with other churches or organizations?

[Zortuk of Kord] Zortuk just know dat we smack da evildoers down when we can.

[Harliquinn] What about Pelor, Jillian, are there a lot of churches dedicated to him as well? Does he have any rivalries with other deities?

[Jillian] I seen really Big Temples to Pelor in the larger cities, but I prefer the smaller ones. Pelor does seem to have a lot of followers. Any rivalries? Not that I know of or partake in.

[Harliquinn] One final question, that I'm sure my readers would love to know is, what does a cleric of Pelor do for fun to unwind after a long adventure?

[Jillian] Do for fun or unwind? Well, I answer silly

questions by human bards. Just kidding. After I know everyone is healed to the best of my abilities, hmmm. Not a lot of time to relax when adventuring, it requires us to be on the constant look out for evil. But when we have a little down time in a town or something, well I admit I like to have a little fun at the expense of taller folks. They sure are easy to trick and fool. But usually I'm looking around the next corner for the next adventure. Ok, I might partake in some fine wine and food along the way. A nice comfortable bed to sleep in is always appreciated. I get tired of sleeping on the ground so often. Most of all, I just like spending some pleasant time with my friends.

[Harliquinn] And a cleric of Kord?

[Zortuk of Kord] Zortuk like to drink lots and lots of ale and eat big steak.

[Harliquinn] Thanks again for your time, if I have any more questions or need some healing I'll track you down again.

Well readers, I hope you have gained some new knowledge into two of the many adventurers fighting for our lands. And remember, you cannot always judge someone by their appearance. For just as the cute, diminutive halfling may be saving your life with healing magic, the large brutish half-orc may be there to fight off your attackers!

Harliquinn Whiteshadow

Φ

Severer



By Matt Halm, Illustrated by Aaron Zaremsky

This article is the second 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. The first was a new class (the verifier appearing in *Æther* 3), but future articles may simply be power lists meant to replace the original classes spell list. *Æther* will accept any submission to this series.

This prestige class requires the *Psiionics Handbook*, published by Wizards of the Coast.

Severers feel a strong tie to religion, but instead of being granted magical spells by their gods, their mind is inspired by them.

Severers often feel alienated from other worshippers of their deity, especially clerics. However, they can usually get along with them, since they probably have the same ideals from worshipping the same god.

TABLE 4-1: SEVERER ADVANCEMENT



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Pts/Day	Powers Discovered									
							0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Psionic combat mode, domain crystals	1	2+d	d	—	—	—	—	—	—	—	—
2	+1	+3	+0	+3	Sever the tie (3d8)	2	3+d	d	—	—	—	—	—	—	—	—
3	+2	+3	+1	+3	Psionic combat mode	3	3+d	1+d	d	—	—	—	—	—	—	—
4	+3	+4	+1	+4	Sever the tie (6d8)	4	3+d	2+d	d	—	—	—	—	—	—	—
5	+3	+4	+1	+4	Psionic combat mode, fast healing 1	7	3+d	3+d	1+d	d	—	—	—	—	—	—
6	+4	+5	+2	+5	Sever the tie (9d8)	10	3+d	3+d	2+d	d	—	—	—	—	—	—
7	+5	+5	+2	+5	Psionic combat mode	15	3+d	3+d	3+d	1+d	d	—	—	—	—	—
8	+6/+1	+6	+2	+6	Sever the tie (12d8)	20	3+d	3+d	3+d	1+d	d	—	—	—	—	—
9	+6/+1	+6	+3	+6	Psionic combat mode	25	3+d	3+d	3+d	2+d	1+d	d	—	—	—	—
10	+7/+2	+7	+3	+7	Sever the tie (15d8), fast healing 2	32	3+d	3+d	3+d	2+d	1+d	d	—	—	—	—
11	+8/+3	+7	+3	+7	Psionic combat mode	39	3+d	3+d	3+d	3+d	2+d	1+d	d	—	—	—
12	+9/+4	+8	+4	+8	Sever the tie (18d8)	46	3+d	3+d	3+d	3+d	2+d	1+d	d	—	—	—
13	+9/+4	+8	+4	+8	Psionic combat mode	55	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d	—	—
14	+10/+5	+9	+4	+9	Sever the tie (21d8)	65	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d	—	—
15	+11/+6/+1	+9	+5	+9	Psionic combat mode, fast healing 3	73	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d	—
16	+12/+7/+2	+10	+5	+10	Sever the tie (24d8)	84	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d	—
17	+12/+7/+2	+10	+5	+10	Psionic combat mode	95	3+d	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d
18	+13/+8/+3	+11	+6	+11	Sever the tie (27d8)	106	3+d	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d	d
19	+14/+9/+4	+11	+6	+11	Psionic combat mode	117	3+d	4+d	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d
20	+15/+10/+5	+12	+6	+12	Sever the tie (30d8), fast healing 4	128	3+d	4+d	3+d	3+d	3+d	3+d	3+d	3+d	2+d	1+d

Class Skills

The severer's class skills (sorted by key ability) are

Str	No Strength-based class skills
Dex	No Dexterity-based class skills
Con	Concentration
Int	Craft, Knowledge (psionics, religion), Psicraft, Scry
Wis	Heal, Profession
Cha	Diplomacy, Use Psionic Device

Domains and Class Skills: Depending on the domains the severer chooses, he may gain additional class skills, listed below. See Deity, Domains, and Domain Spells, below, for more information.

Animal	Knowledge (nature) (Int)
Knowledge	Knowledge (all skills, taken individually) (Int)
Plant	Knowledge (nature) (Int)
Travel	Wilderness Lore (Wis)
Trickery	Bluff (Cha), Disguise (Cha), Hide (Dex)

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$

Severers appear in all the humanoid species, as the psychic gift is random in its planting.

Class Features

All of the following are class features of the severer.

Armor and Weapon Proficiency: Severers are proficient with all simple weapons. Severers are proficient with all types of armor (light, medium, and heavy) and with shields.

Some deities have favored weapons, and clerics consider it a point of pride to wield them. A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

Powers: A severer manifests psionic powers. To manifest a power within a particular discipline, a severer must have a key ability score of at least 10 + the power's level. (Psionics attack and defense modes are exempt from this restriction and do not possess levels.) The DC for saving throws to resist a severer's powers is $1d20 + \text{the power's level} + \text{the severer's key ability modifier}$. Psionic attack and defense modes add a special modifier instead of 1d20.

A severer may choose to discover a lower-level power in place of a higher-level power normally granted by level advancement.

0-level Powers: A severer can manifest any talent he knows for free a number of times equal to his level +2. After that he must pay 1 power point for each manifestation of a 0-level power.

Deity, Domains, and Domain Powers: When your character becomes a severer, you may choose to have your character serve a specific deity. The cleric's deity influences his alignment, what psionics he can perform, his values, and how others see him.

Choose two from among the deity's domains for your severer's domains. You can only select an alignment domain (such

New God

Vinduil



From the Psionics Toolkit, by Mike Mearls (Fiery Dragon)

Vinduil (vin-dew-ul), god of psionics, unspoken secrets, lost knowledge, and forgotten lore, can best be described as chaotic neutral, for his actions and beliefs seem to shift radically between each of his holy texts, the five volumes of the *Books of Thoughtful Revelation*, and the next. His titles are the Hidden Lord, the Unspoken Thought, and Keeper of the Hidden Word. Clerics of Vinduil may have any alignment. Most of them have at least some degree of psionic ability, though some sects of Vinduil are completely unaware of their god's patronage of the psionic arts. His symbol is a stylized humanoid face with a third eye set in its forehead. His worshippers consist of psionic characters and beings of all alignments, sages who delve into esoteric matters, and those who seek forgotten treasures and knowledge. The domains he is associated with are Chaos, Knowledge, Psionics (new domain, see below), and Trickery. One who wishes to become a cleric of Vinduil with the Psionics domain must multi-class, first taking at least one level in either psion or psychic warrior; those of his clerics who do not choose the Psionics domain are not restricted in this way. Vinduil has no favored weapon. Φ

New Domain

Psionics



From the Psionics Toolkit, by Mike Mearls (Fiery Dragon)

Deities: Vinduil, any god connected with psionics.

Granted Power: You must already have at least one level in either the psion, psychic warrior, severer, or versifier (Æther 3) class to choose this domain. You lose the standard clerical ability of spontaneous casting. Instead, as a standard action you may mentally cannibalize a prepared clerical spell, including one gained through the Psionics domain (but no other), in order to gain a number of psionic power points equal to the sacrificed spell's level. If you sacrifice a 0-level spell (orison) in this way, you gain no power points, but gain two free manifestations of 0-level powers (talents) you know instead. Bonus power points (or free talents) gained in this way last for one minute before they dissipate, and such power points may temporarily boost your current power point total beyond your usual maximum.

Psionics Domain Spells

- | | |
|--------------------|---------------------|
| 1: Charm person | 6: Mass suggestion |
| 2: Detect thoughts | 7: Insanity |
| 3: Suggestion | 8: Mind blank |
| 4: Charm Monster | 9: Dominate monster |
| 5: Dominate Person | |

Φ

as Good) for your severer if his alignment matches that domain. For every domain the severer has, he gains a domain crystal for that domain (see below).

If your severer is not devoted to a particular deity, you still select two domains to represent his spiritual inclinations and abilities (but the restriction on alignment domains still applies).

Each domain gives your severer access to a domain spell at each spell level, from 1st on up, as well as a granted power. Your severer gets the granted powers of all the domains selected. With access to two domain spells at a given spell level, a severer prepares one or the other once each day.

Since the domains described in the *Player's Handbook* list spells instead of powers, severers manifest those spells as if they were powers. For the power point cost, use the following table.

Psionic Combat Modes: At every odd numbered level the severer can choose to learn one of the ten psionic combat modes.

Spell Level	0	1	2	3	4	5	6	7	8	9
Power Point Cost	1	1	3	5	7	9	11	13	15	17

The five attack modes are *ego whip*, *id insinuation*, *mind blast*, *mind thrust*, and *psychic crush*. The five defense modes are *empty mind*, *intellect fortress*, *mental barrier*, *thought shield*, and *tower of iron will*.

Domain Crystals: The severer gains domain powers differently than a cleric. Instead of simply using the powers, the severer utilizes the domain crystal. These crystals channel the deities power for the severer to use. If the domain power has uses

(such as the Death domain power), the severer must have the crystal with him to activate the ability. If the domain power is constant (such as the Good domain power), the power only has effect if the severer has the crystal with him.

Sever the Tie: At 2nd level the severer gains the ability to manifest *sever the tie* without using any power points once per day. At every even-numbered level thereafter, the damage inflicted by the power increases by 3d8 (as listed on table 4-1). The severer may also choose to divide the damage among multiple uses. For example, a 20th level severer could do 30d8 damage once, or 1d8 damage 30 times (or any other division).

Fast Healing (Su): The severer gains the supernatural ability of fast healing as long as he keeps 3 power points in reserve. The severer regains hit points at an exceptionally fast rate — usually 1 or more hit points per round — as given in the entry. Except where noted here, fast healing is just like natural healing (see page 129 of the *Player's Handbook*). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach body parts.



Clerics: A cleric may choose to give up his domain spells and powers. If he does, he suffers no XP penalty when multi-classing with the severer class.

Severer Power List

0-level powers (talents): *bolt, burst, catfall, control shadow, daze, detect psionics, distract, elfsight, far hand, far punch, float, inkling, know direction, my light, talons, telempathic projection, trinket, valor, verve.*

1st-level powers: *biocurrent, biofeedback, bite of the wolf, call weaponry, combat precognition, compression, destiny dissonance, expanded vision, feel light, feel sound, hear light, hustle, lesser metaphysical weapon, minor creation, psycholuminescence, steadfast gaze, vigor.*

2nd-level powers: *animal affinity, augury, body adjustment, body equilibrium, clairauidience/clairvoyance, claws of the bear, combat prescience, darkvision, expansion, inflict pain, levitate, painful touch, recall pain, sensitivity to psychic impressions, sever the tie, sudden minor creation, vigilance, vim*.*

3rd-level powers: *astral steed, bite of the tiger, claws of the vampire, create food and water, danger sense, displacement, fate link, improved biofeedback, metaphysical weapon, prowess, rejuvenation, ubiquitous vision.*

4th-level powers: *dimension door, dismissal, dissolving touch, divination, fatal attraction, immovability, inertial barrier, polymorph self, psychofeedback, steadfast perception, telekinesis.*

5th-level powers: *adamant grasp, adapt body, baleful teleport, catapsi, ectoplasmic armor, energy barrier, graft weapon, psychic vampire, sense psionics.*

6th-level powers: *ablating, breath of the dragon, call cohort, ethereal jaunt, improved vigor, mass suggestion, shield of prudence, suspend life.*

7th-level powers: *energy conversion, greater energy barrier*, greater metabolism*, improved vim*, insanity, power turning, renewal*.*

8th-level powers: *foresight, improved vehemence*, recall death, true biofeedback*, true domination, true rejuvenation*.*

9th-level powers: *affinity field, confidante, greater energy conversion*, improved vitality*, psychic chirurgery, true metabolism.*

*This power is from the Wizards.com psionic web content (The Mind's Eye).

Ex-Severers

A severer who grossly violates the code of conduct expected by his god (by acting in ways opposed to the god's alignment or purposes) loses all powers and class features and cannot gain levels as a severer of that god until a cleric of the same deity casts *atonement* on the severer.

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Divine Archer



By Matt Halm

The divine archer interlaces the power of their faith with the physical force provided by their arrows. The divine aid interlaced with their arrows can strike down enemy forces, or heal friendly ones. Undead flee in fear at the sight of a divine archer's arrows, and are rallied by an unholy divine archer's quiver.

Divine archers reinforce or lead teams of clerics or paladins into battle, and are sometimes seen defending the town from the bell tower of their church.

Class Skills

The divine archer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Scribe (Int), and Spellcraft (Int). See Chapter 4: Skills of the *Player's Handbook* for skill descriptions.

Domains and Class Skills: Divine archers can gain additional class skills based on the domains they choose. Refer to the chart below.

Domain	Skill
Animal	Knowledge (nature) (Int)
Knowledge	Knowledge (all) (Int)
Plant	Knowledge (nature) (Int)
Travel	Wilderness Lore (Wis)
Trickery	Bluff (Cha), Disguise (Cha), Hide (Dex)

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

TABLE 4-2: DIVINE ARCHER ADVANCEMENT



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Wise combatant, turning quiver
2	+2	+3	+0	+3	Heal/infect arrow (<i>light</i>)
3	+3	+3	+1	+3	
4	+4	+4	+1	+4	Heal/infect arrow (<i>moderate</i>)
5	+5	+4	+1	+4	Extra domain
6	+6	+5	+2	+5	Heal/infect arrow (<i>serious</i>)
7	+7	+5	+2	+5	
8	+8	+6	+2	+6	Heal/infect arrow (<i>critical</i>)
9	+9	+6	+3	+6	Turning arrow
10	+10	+7	+3	+7	Heal/infect arrow (<i>heal/harm</i>)

Requirements

To become a divine archer, a character must fulfill all of the following criteria

Skill: Heal 12 ranks.

Feat: Extra Turning, Weapon Focus (any type of bow).

Domains: The character must have at least one domain.

Spells: The character must be able to cast either *cure moderate wounds* or *inflict moderate wounds* (without sacrificing a spell of equal level).

Special: The character must be trained by and have the approval of another divine archer.

Class Features

Weapon and Armor Proficiency: A divine archer is proficient with all bows and light armor.

Wise Combatant: The divine archer is so attuned to the ways of battle that he gains a bonus equal to his Wisdom modifier to all attack rolls.

Turning Quiver: The divine combatant can turn or rebuke undead as a cleric can, as long as they have a quiver with them and visible.

Heal/infect arrow (Sp): Starting at 2nd level, the divine archer can create a number of heal or infect arrows equal to his wisdom modifier. The type of arrow depends on the divine archer's alignment (healing for good, inflicting for evil). If the divine archer is neutral, he may pick either heal or infect, but all the arrows for that day must be of the same type. The arrows heal or infect the listed amount of damage. Remember that healing magic effects undead as though it were inflicting magic, and inflicting magic acts as healing magic. The type of spell the arrow creates is listed on the table below.

Extra domain: At 5th level the divine archer gains an additional domain.

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New Domains

By John Bellando



Radiance Domain

The Radiance Domain is the province of some good-aligned deities or deities of light, luck, protection, and the sun. The spells of the Radiance Domain focus on the creation and manipulation of light and its revealing properties.

Deities: Deities of Light, Sun, and Renewal

Granted Power: You cast light spells at +1 caster level.

Radiance Domain Spells

- 1 Light
- 2 Daylight
- 3 Searing Light
- 4 Flashburst.
- 5 Holy Smite
- 6 True Seeing
- 7 Sunburst
- 8 Brilliant Aura
- 9 Prismatic Spray

Umбра Domain

The Umбра Domain is the province of some evil-aligned deities or deities of darkness, shadows, trickery, and the moon. The spells of the Umбра Domain focus on the creation and manipulation of darkness and shadows and their misdirection properties.

Deities: Deities of Darkness, Shadow, and Night

Granted Power: You cast darkness spells at +1 caster level.

Umбра Domain Spells

- 1 Darkness
- 2 Deeper Darkness
- 3 Shadow Mask
- 4 Doomtide
- 5 Shadow Well
- 6 Ghostform
- 7 Shadow Walk
- 8 Project Image
- 9 Screen

Dream Domain

The Dream Domain is the province of some good- and neutral-aligned deities or deities of dreams, hope, peace, or sleep. The spells of the Dream Domain focus on sleep and dreams, and their prophetic nature.

Deities: Deities of Dreams, Peace, and Hope

Granted Power: You gain a +2 bonus against mind-affecting spells.

Dream Domain Spells

- 1 Sleep
- 2 Calm Emotions
- 3 Suggestion
- 4 Dream
- 5 Lesser Geas
- 6 Atonement
- 7 Vision
- 8 Mind Blank
- 9 Foresight

Nightmare Domain

The Nightmare Domain is the province of some evil- and neutral-aligned deities or deities of fear, nightmares, loneliness, or the night. The spells of the Nightmare Domain focus on fear and nightmares, and the psychological reactions the bright forth.

Deities: Deities of Nightmares, Night, and Fear.

Granted Power: You cast fear spells at +1 caster level.

Nightmare Domain Spells

- 1 Scare
- 2 Fear
- 3 Confusion
- 4 Nightmare
- 5 Phantasmal Killer
- 6 Circle of Doom
- 7 Insanity
- 8 Maze
- 9 Weird

Raised One

By Matt Halm



Death is an enormous ordeal for a character. Even if the character is brought back from the dead, they will probably be traumatized by the event for the rest of their life. Some adventurers are even raised multiple times. After they become so used to dying and being raised, surely there is some sort of detrimental effect to their psyche.

Additionally, what is the difference between raising a character and creating an undead such as a zombie? Perhaps the distinction is not as clear as it seems.

Creating a Raised One

“Raised One” is a template that can be added to any creature that has died and been brought back from the dead (through any spell) at least twice. Alternatively, this template can be added to all creatures when they meet the above requirement, at the GM’s discretion.

In addition to the descriptions below, the character’s handedness changes. For example, if the character was right handed, it is now left handed. If the character was ambidextrous, there is no change.

Hit Die: Change to d10.

Speed: -5 ft.

AC: The base creature’s natural armor increases by +2.

Attacks: The base creature grows small claws at the tips of their fingers. These claws have a +2 bonus to attack rolls.

Damage: The base creature’s natural and manufactured weapons deal damage normally. If the base creature did not have claws before becoming a raised one, use the chart below. If the creature did have claws, use either the base creature’s damage, or the damage listed below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6
Awesome	4d8

Special Attacks: The base creature retains all of its special attacks.

Special Qualities: The base creature retains all of its special qualities, and gains the ones listed below.

Raised one Special Qualities: Every time a raised one is brought back from the dead (including the first time when the template is applied), it gains another of the following benefits. It also gains a detriment.

Raised ones are classified by the number of times it has

been raised, called ranks. For example, a raised one that has been raised 4 times would be a Rank 4 raised one.

Some benefits have a number listed after them. This is the minimum rank the raised one must be to gain this benefit.

A specific benefit can only be applied twice.

Benefits

Additional DR 15/silver

Additional fire resistance 20

Fortitude save +4 (3)

Additional leg – +10 speed (4)

Additional arm – additional unarmed attack (6)

Detriments

-2 Dexterity

-2 Intelligence

-10 Speed

Lose 8 ranks in random skills

Additional 10% chance of zombification

Damage Reduction (Su): A raised one gains damage reduction 5/silver.

Resistances (Ex): A raised one gains fire resistance 10.

Afraid of dying again: Raised ones have an odd fear of death. While most adventurers charge into battle without (or with very little) fear, if a raised one is reduced to 10% of its total hit points, it always flees for at least 10 rounds.

Modified Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, disease, and death effects. Unlike most undead, raised ones are still subject to stunning, effects that require Fortitude saves, critical hits, subdual damage, ability damage, ability drain, energy drain, and death from massive damage. Raised ones cannot be raised, but *resurrection* always works – even if it is not willing.

Zombification: Every time a raised one dies and is raised again, roll d%. On a 90-100 the character comes back as a zombie, or some other type of undead of the GM’s choice. This change can only be reversed by a *wish* spell.

Saves: Same as the base creature, except as noted under Special Qualities.

Abilities: Same as the base creature. At Rank 4 and every four ranks thereafter (8, 12, 16, etc) the raised one receives a -1 penalty to Dexterity, Intelligence, and Charisma.

Skills: Same as base creature, except as noted under Special Qualities.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: +1 per rank.

Treasure: Same as base creature.

Alignment: Any neutral.

Advancement: Same as base creature.

Sample Raised Ones

Below are several sample raised ones.

Hill Dwarf

Medium-size Humanoid (Dwarf, Raised One rank 2)

Hit Dice: 1d10+1 (5 hp)

Initiative: +0

Speed: 10 ft. (scale mail, raised one); base 20 ft.

AC: 18 (+4 scale mail, +2 large shield, +2 natural)

Attacks: Dwarven waraxe +1 melee; or 2 claws +2 melee; or shortbow +1 ranged

Damage: Dwarven waraxe 1d10; claw 1d6; shortbow 1d6

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

Special Qualities: Dwarven traits, damage reduction 20/silver, fire resistance 30, afraid of dying again, modified undead traits, zombification 10%

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 11, Dex 10, Con 13, Int 10, Wis 10, Cha 8

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2

Feats: Exotic Weapon Proficiency (dwarven waraxe)

Climate/Terrain: Any hill, mountains, and underground

Organization: Team, squad, or clan

Challenge Rating: 3

Treasure: Standard Coins; double goods; standard items

Alignment: Usually lawful neutral

Advancement: By character class

High Elf

Medium-size Humanoid (Elf, Raised One rank 6)

Hit Dice: 1d10-1 (4 hp)

Initiative: +0

Speed: 35 feet (raised one)

AC: 17 (+1 Dex, +3 studded leather, +1 small shield, +2 natural)

Attacks: Longsword +1 melee; or 3 claws +1 melee; or longbow +2 ranged

Damage: Longsword 1d8; claw 1d6; longbow 1d8

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

Special Qualities: Elven traits, damage reduction 20/silver, fire resistance 50, afraid of dying again, modified undead traits, zombification 50%, additional leg, additional arm

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 10, Dex 10, Con 8, Int 8, Wis 11, Cha 10

Skills: Hide +1, Listen +3, Search +2, Spot +2

Feats: Weapon Focus (longbow)

Climate/Terrain: Temperate forest

Organization: Company, squad, or band

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Rock Gnome

Small Humanoid (Gnome, Raised One rank 3)

Hit Dice: 1d10+1 (6 hp)

Initiative: +0

Speed: 15 ft. (raised one)

AC: 18 (+1 size, +4 chain shirt, +1 small shield, +2 natural)

Attacks: Short sword +2 melee; or 2 claws +1 melee; or light crossbow +2 ranged

Damage: Short sword 1d6-1; claws 1d4-1; light crossbow 1d8

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

Special Attacks: Spells

Special Qualities: Gnome traits, speak with animals, damage reduction 20/silver, fire resistance 30, afraid of dying again, modified undead traits, zombification 40%

Saves: Fort +7, Ref +0, Will +0

Abilities: Str 8, Dex 10, Con 12, Int 11, Wis 11, Cha 11

Skills: Listen +4, Spot +2

Feats: Weapon Focus (short sword)

Climate/Terrain: Any forest, hill, and underground

Organization: Company, squad, or band.

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral good

Advancement: By character class

Lightfoot Halfling

Small Humanoid (Halfling, Raised One rank 10)

Hit Dice: 1d10 (5 hp)

Initiative: +1 (Dex)

Speed: 35 ft. (raised one)

AC: 17 (+1 size, +1 Dex, +3 studded leather, +2 natural)

Attacks: Longsword +2 melee; or 4 claws +1 melee; or heavy crossbow +3 ranged

Damage: Longsword 1d8-1; claw 1d4-1; heavy crossbow 1d10

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

Special Qualities: Halfling traits, damage reduction 35/silver, fire resistance 50, afraid of dying again, modified undead traits, zombification 100%, 2 additional legs, 2 additional arms

Saves: Fort +11, Ref +2, Will +1

Abilities: Str 8, Dex 9, Con 10, Int 9, Wis 11, Cha 9

Skills: Climb +0, Hide +4, Jump +0, Listen +3, Move Silently +3

Feats: Weapon Focus (longsword)

Climate/Terrain: Any land and underground

Organization: Company, squad, or band

Challenge Rating: 11

Treasure: Standard

Alignment: Usually neutral

Advancement: By character class

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Dedicated Disciple

By Matt Halm

Dedicated disciples live in solitude, giving silent prayers in return for divine power. Dedicated disciples start their careers as clerics in lawful churches to gods like Heironeous, although some begin their training in a monastic setting.

Character Choices: Your alignment must be lawful by the time you reach 11th level. Before you reach 16th level, you should have 8 ranks in Listen and 8 ranks in Tumble, as well as the Improved Unarmed Strike and Stunning Fist feats.

Note: Red in the table below stands for the red avenger prestige class presented in *Sword & Fist*.

Advantages	Disadvantages
Based on a single-class Cleric	
<ul style="list-style-type: none"> Monk abilities Red avenger abilities Better saving throws 	<ul style="list-style-type: none"> Slower spell progression Lower base attack bonus

Level	Unarmed Attack Bonus	Unarmed Damage*	AC Bonus **	Unarmored Speed***
11	+0	1d6	+0	30 ft.
12	+1	1d6	+0	30 ft.
13	+2	1d6	+0	40 ft.
14	+3	1d8	+0	40 ft.
15	+3	1d8	+1	40 ft.

* Small monks deal less damage (see the *Player's Handbook*).

**This figure plus the monk's Wisdom modifier are added to AC.

***Small and dwarven monks are slower (see the *Player's Handbook*).

Levels	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	hit die d8	hit die d8	hit die d8	Spells†					
									0	1	2	3	4	5
1	Clr1	+0	+2	+0	+2	Turn or rebuke undead			3	1+1	—	—	—	—
2	Clr2	+1	+3	+0	+3				4	2+1	—	—	—	—
3	Clr3	+2	+3	+1	+3				4	2+1	1+1	—	—	—
4	Clr4	+3	+4	+1	+4				5	3+1	2+1	—	—	—
5	Clr5	+3	+4	+1	+4				5	3+1	2+1	1+1	—	—
6	Clr6	+4	+5	+2	+5				5	3+1	3+1	2+1	—	—
7	Clr7	+5	+5	+2	+5				6	4+1	3+1	2+1	1+1	—
8	Clr8	+6/+1	+6	+2	+6				6	4+1	3+1	3+1	2+1	—
9	Clr9	+6/+1	+6	+3	+6				6	4+1	4+1	3+1	2+1	1+1
10	Clr10	+7/+2	+7	+3	+7				6	4+1	4+1	3+1	3+1	2+1
11	Clr10/Mnk1	+7/+2	+9	+5	+9	Unarmed Strike, stunning attack, evasion			6	4+1	4+1	3+1	3+1	2+1
12	Clr10/Mnk2	+8/+3	+10	+6	+10	Deflect Arrows feat			6	4+1	4+1	3+1	3+1	2+1
13	Clr10/Mnk3	+9/+4	+10	+6	+10	Still mind			6	4+1	4+1	3+1	3+1	2+1
14	Clr10/Mnk4	+9/+4	+11	+7	+11	Slow fall (20 ft.)			6	4+1	4+1	3+1	3+1	2+1
15	Clr10/Mnk5	+10/+5	+11	+7	+11	Purity of Body			6	4+1	4+1	3+1	3+1	2+1
16	Clr10/Mnk5/Red1	+10/+5	+13	+9	+13	Stunning shout 1/day			6	4+1	4+1	3+1	3+1	2+1
17	Clr10/Mnk5/Red2	+11/+6/+1	+14	+10	+14	Ki save 1/day			6	4+1	4+1	3+1	3+1	2+1
18	Clr10/Mnk5/Red3	+12/+7/+2	+14	+10	+14	Ki skill 1/day			6	4+1	4+1	3+1	3+1	2+1
19	Clr10/Mnk5/Red4	+12/+7/+2	+15	+11	+15	Ki healing 1/day			6	4+1	4+1	3+1	3+1	2+1
20	Clr10/Mnk5/Red5	+13/+8/+3	+15	+11	+15	Deadly shout 1/day, stunning shout 2/day			6	4+1	4+1	3+1	3+1	2+1

†Clerics can cast 9 levels of spells, but to conserve space 6-9 were left off, as in this progression the character does not reach high enough cleric level to cast

Arboreal Gnome

By Matt Halm



agic governs daily life in Uerios. Everyone knows how to cast simple spells, and they use magic to aid in tasks like cooking food or cleaning. Magical forms of transportation abound throughout the known lands in Uerios.

Many trees in Uerios also abound with innate magical power. Some of these trees can be recognized by blue-ish green leaves, or a faint glow around their roots. Others are completely camouflaged against the backdrop of the normal trees of the world.

The arboreal gnomes were among the first to recognize this quality of the flora of Uerios, although at first they simply lived near the trees and harnessed their power. Fairly soon, however, arboreal gnomes took to the trees.

In the past several hundred years, the arboreal gnomes have honed their climbing and balancing skills, allowing them to navigate swiftly throughout their habitat.

Their climbing and balancing skills are unmatched. Although small, gnomes adapt quickly to different situations and can learn to do anything.

- +2 Intelligence, -2 Strength: Arboreal gnomes are smart, but they are small and therefore not as strong as larger humanoids.
- Small: As Small creatures, arboreal gnomes gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Arboreal gnome base speed is 20 feet. Arboreal gnomes also have a climb speed of 10 feet.
- +2 racial bonus on Reflex saving throws.
- +1 racial bonus to attack rolls against fey: Arboreal gnomes live with creatures of the forest, and therefore know how to fight them if the need should arise.
- +4 dodge bonus to Armor Class against giants: This bonus represents special training that all gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Note that any time a character loses his positive Dexterity bonus to Armor Class, such as when he's caught flat-footed, he loses his dodge bonus, too.
- +2 racial bonus on Climb checks: Arboreal gnomes are excellent climbers.
- +2 racial bonus on Balance checks: At a young age arboreal gnomes practice balancing, and are very adept at the task.
- Automatic Languages: Common, Gnome, home region. Bonus languages: Any (except secret ones, like sylvan). In addition, once per day an arboreal gnome can use *speak with*

animals as a spell-like ability to speak with a climbing mammal (squirrel, etc.). This ability is innate to arboreal gnomes. It has a duration of 1 minute (the gnome is considered a 1st-level caster when he uses this ability, regardless of his actual level).

- Gnomes with Intelligence scores of 10 or higher may cast the 0-level spells (cantrips) *dancing lights*, *ghost sound*, and *prestidigitation*, each once per day. These are arcane spells, and as such the gnome suffers spell failure penalties for wearing armor. Treat the gnome as a 1st-level caster for all spell effects dependent on level (range for all three spells and duration for *ghost sound*).
- Favored classes: Druid or ranger. A multiclass arboreal gnome's druid or ranger class does not count when determining whether he suffers an XP penalty.

Matt Halm says: what are they thinking??? Making the gnome's favored class bard?? What?? Φ

Dune

PREVIEW: ALLEGIANCES

Check out the Dune d20 project at www.gotsanity.net/dune!

Instead of choosing a race, characters in the *Dune* setting choose an allegiance. Each allegiance bestows various benefits and detriments to the character. Only one allegiance can be chosen, but a character can still affiliate himself with multiple allegiances – however he only applies one of the allegiances special traits.

ATREIDES

House Atreides boasts descent from the mythical House of Atreus, but such prideful jests hardly diminish the noble ancestry of the venerable Atreides bloodline. Long venerated for its honorable conduct and pursuit of justice, House Atreides exemplifies the noble traditions and high ideals upon which the Great Convention and Landsraad are founded. House Atreides has faithfully served the Imperium for some ten thousand years, building its considerable reputation over millennia of proven leadership, unyielding courage, and steadfast morality. House Atreides has proven its loyalty on many occasions, earning numerous Imperial titles and holdings. Having governed the sirdar-duchy of Caladan now for some twenty-six generations, the Atreides seem content to rule over Caladan as their adopted home world. While detractors of House Atreides argue that its ideals show signs of tarnish and its methods grow brittle with age, few deny that the Atreides hone their sincerity to a fine edge – pledging loyalty for loyalty – and paying such debts from coffers of seemingly infinite abundance.

Personality: Revered by lesser houses as a staunch supporter of House rights, House Atreides enjoys great popularity by maintaining its reputation as champion of reformation within the Landsraad High Council. Though not one of the wealthier Houses, House Atreides wields considerable political influence as a result of its noble titles and benevolent ideology. Because House Atreides contends that personal honor, just governance and conventional morality are traits to be prized, many other Houses gather to the Atreides banner.

Languages: Galach is the common language of House Atreides. Nobles and other administrators and staff speak other languages, with Atreides Battle Language being among them.

Mindset:

- **Bene Gesserit** – “Like all other groups within the Imperium, the Bene Gesserit serves a purpose. What that purpose is exactly is any Mentat’s best projection. We have

enjoyed favorable relations with the Bene Gesserit in the past, and hope to continue this favorable arrangement into the future.”

- **Bene Tlielax** – “The Bene Tlielax are seen as the filth and scum throughout the Imperium. One would be wise to question why they endure this harsh and outright hateful stereotype with such willingness.”
- **House Corrino** – “The Golden Lion Throne must be preserved. To accomplish this, though, the Padishah Emperor needs to reform his policies in order to rule with the consent of the governed.”
- **Fremen** – “This mysterious group of desert nomads find their home on Arrakis, the planet known to them as ‘Dune’. Who they are and what their motives are is still a mystery, but if properly motivated, they would surely make an incredible addition to the Atreides military, perhaps setting us on even footing with the Padishah Emperor’s fanatic warriors, the Sardaukar.”
- **House Harkonnen** – “The Harkonnens are perverse animals and nothing more. In time, their unbridled lust for power will once again prove their undoing.”
- **Sardaukar** – “The fanatical soldiers of the Padishah Emperor, these cruel and merciless soldiers will stop at nothing until they fulfill the orders given them. Although they have weakened due to internal conflict and overconfidence, this terrifying fighting force is rightfully feared by all in the Imperium.”

Special Traits: Members of House Atreides have the following special traits:

- Medium-size.
- Base speed is ten meters.
- Four extra skill points at 1st Level, one extra skill point at each additional level, and one extra starting feat since Humans are so versatile and capable.
- +2 Dexterity, as the Atreides are known for their great agility and skill with both blade and ornithopter.
- Automatic Languages: Galach and Atreides Battle Language.

BENE GESSERIT

The Bene Gesserit Sisterhood uses its exhaustive informa-

There are rumors that the enigmatic nomads in the deserts of Arrakis, the Fremen, have their own form of Bene Gesserit. Though the Bene Gesserit have sent many from its ranks in search of more information on these rumors, none have returned, or even been heard from again.

Physical Description: Having any of the normal physical characteristics of an ordinary Human, Bene Gesserit have underlying abilities that allow them to change their body chemistry, metabolism, other anatomical attributes, and much, much more.

Mindset:

- Special Traits:* In addition to having access to the ‘Bene Gesserit Feats’, a Bene Gesserit has the following special traits:

- Medium-size.
- Base speed is ten meters.
- +2 Dexterity +2 Wisdom, and +1 Charisma outlining their Prana-Bindu conditioning and increased self-awareness, and a -1 Strength due to their reliance upon speed and accuracy over raw strength.
- Automatic Languages: Galach and Bene Gesserit Battle Language.

Situated in the Thalim System, Tlielax, homeworld of the Bene Tlielax (“Tlielaxu”), remains effectively beyond the reach of the Imperium as a whole and its civilization isolated from the

The Tlielaxu scientists and researchers excel as masters of forbidden technologies. Face Dancers and Gholas are evidence enough. Face Dancers entertain Imperial courts distorting their visage and bodies in life-like parodies of well-known personages, and divulging tissue and muscle control superior to event he Bene Gesserit prana-bindu conditioning. Gholas serve as genetic copies grown from cells of the donor, but are found to repulse most Imperial citizens. Immortality seems attainable, and while repulsive, gholas prove fascinating. Numerous bionic and cybernetic devices such as silver-orbed eyes further point toward forbidden knowledge and technology.

Physical Description: The Bene Tlielax forbid their females to leave the home planet, thus leaving only the male Tlielaxu observed in the Imperium. Standing no more than four and one half feet high, these gray-skinned creatures are seemingly unimpressive until their flat black eyes meet yours.

Mindset:

- “Who cares what the damned pawindah do or say? They claim us to be filth, but they fail to realize that *they* are the true filth. We do not serve them, and never will, no matter what we allow them to believe. The ignorant fools will one day realize their errors, but not until it is too late for them all. The true power of the universe lies in the Shariat, in the day that God will come to save his faithful servants and destroy the pawindah!”

- Small size.
- Base speed is eight meters.
- +2 Knowledge (Axlol Tanks) and +2 Knowledge (Genetics), detailing the underlying ability and technology available to the Tlielaxu.
- +1 Constitution, +1 Intelligence and +1 Wisdom, outlining their scientific training and reliance upon the powers the mind over that of the body. Gholas and Face Dancers usu-

ally fulfill physical services, although Tlielaxu are known to be quite resistant to nominal injury when the situation warrants it. –2 Charisma depicts the bad reputation and stereotype that pervades the Imperium with these “foul creatures”.

- Automatic Languages: Galach and Islamiyat.

CORRINO

For more than ten thousand years, House Corrino has ruled the Known Universe from its Golden Lion Throne situated first on Salusa Secundus, and later on the Imperial homeworld Kaitain. Padishah Emperor Sarda I established the first of the Padishah Emperors – a dynasty continued by the Imperial House, taking the name ‘Corrino’ upon Sarda’s coronation. Still backed by its dreaded legions of Sardaukar fanatics, the military might of House Corrino remains key to its power. But, over the millennia, House Corrino has fortified its sovereignty by amassing vast holdings, negotiating artful diplomatic treaties, and establishing firm control over the CHOAM Company.

Head of the Landsraad High Council and interminable chairman of the CHOAM Company, the Padishah Emperor commands such might that his official duties to the Imperium overshadow those as leader of his own House. This inevitably causes strife amongst the Corrino Houses Minor, though the same holds true for most Great Houses. So alluring is the promise of the Imperial throne that House Corrino suffers more insurrection and in-fighting than any other Great House. In their private journals, more than one Padishah Emperor has lamented the notion that instead of greatness and riches, internal conflict and self-predation have become the true legacy of House Corrino.

Proclaiming “Law Is The Ultimate Science” as its manifesto, House Corrino militarily enforces its will only as a last resort. Nonetheless, it keeps its fanatic legions of Sardaukar at the ready, and continues to supplement its militia with the obligatory conscripts required from each of the Landsraad Houses. In addition, House Corrino’s intelligence network stands without equal, infiltrating nearly every homeworld in the Known Universe. With such resources at its command, House Corrino remains invulnerable to external assault, historically finding its greatest threats to originate from within the ranks of its own nobility.

Personality: Both envied and feared by the Great Houses of the Landsraad, House Corrino rules the Imperium with a deliberate and purposeful hand. Though as quick to anger as any royal lord, the Padishah Emperors have perfected the art of statecraft, exercising patience, tolerance and even beneficence to quell impending conflict or preempt political discontent. However, such regal magnanimity always carries with it the implicit threat of violence, a subtle reminder of the real power behind the Emperor’s will and authority.

Languages: Galach is the common language of House Atreides. Nobles and other administrators and staff speak other languages, with Corrino Battle Language being among them.

Mindset:

- **House Atreides** – “We admire the Atreides, but regret the political necessity that makes us enemies. Of all the Houses, they have become our most ardent detractors.”

- **Bene Gesserit** – “The Bene Gesserit are both cunning and deadly, but they have a purpose in our Imperium, as does everyone. That purpose being to serve us, of course. They help the Corrino bloodline, but help must not be confused with loyalty. While they have their own agendas, they will not anger the Golden Lion Throne...to do so would be suicide.”
- **Bene Tlielax** – “This filth exists because we allow them to...not to mention their place amongst our most important of pawns. They keep their mouths shut unless spoken to, and that shows these foul creatures have some form of intelligence.”
- **Fremen** – “Who? Ah yes, them. Let my Paleontologist catalogue them...such desert rabble is not worthy of my time.”
- **House Harkonnen** – “The Harkonnens move too boldly for our liking, but they unwittingly serve our greater interests. We indulge them in their audacity.”
- **Sardaukar** – “Our most effective and trusted weapon, the Sardaukar have served our bloodline for millennia, terrorizing and destroying those who stand against us.”

Special Traits: Members of House Corrino have the following special traits:

- Medium-size.
- Base speed is ten meters.
- Four extra skill points at 1st Level, one extra skill point at each additional level, and one extra starting feat since Humans are so versatile and capable.
- +2 Charisma, which details the awe and prestige that outsiders see in members of House Corrino, being the Imperial House that holds the Golden Lion Throne.
- Automatic Language: Galach and Corrino Battle Language.

FREMEN

On Arrakis there exists an enigmatic people known as the Fremen. They are seen in towns when they come out for supplies or information, or perhaps during their daytime hours to work and earn solaris. To the Imperium, they are considered so insignificant that they are not even registered on the Imperial Census Records. To the Imperium, they are nothing more than desert nomads that exist upon what little sustenance they can scavenge from the garbage of the wealthier townspeople.

In reality, the Fremen are the true keepers of Arrakis, or what they prefer to call Dune. They are gathered in free tribes, and live in mountains of rock they call a Sietch. Each Sietch is led by a Naib, and has its own social structure. Each Sietch works with the others, however, in keeping the true secrets of Dune hidden from the ‘out-fren’. Not even allowing the Spacing Guild to eavesdrop on their activities, the Fremen are as secretive as they are dangerous. Few have ever encountered a Fremen on the open desert and lived to talk about it. Those who have, rarely speak, for they are left without tongues.

Personality: You are a Fremen, a member of a Sietch with a very primitive political structure and complex social trappings. You are the ancestors of the original Zensunni Wanderers, being

cially the damnable Atreides Duke, to thwart them in their return to the top of the political food chain.

Languages: Galach is the common language of House Harkonnen. Nobles and other administrators and staff speak other languages, with Harkonnen Battle Language being among them.

Mindset:

- **House Atreides** – “Though we must crush our ancient enemies, our vengeance will taste sweeter if the Duke realizes the fate of his line before he meets his mortal maker.”
- **Bene Gesserit** – “Damnably witches!!! They prance with such arrogance and pride it makes me sick. They too will know that we are their true masters, but only after we are sure to have the upper hand. Until that time, we’ll lie and wait...the Witches are deadly.
- **Bene Tlilax** – “I’m sure they are great businesspeople. We don’t really care about them right now, but perhaps they will be useful in the future.”
- **House Corrino** – “We conspire with the Emperor, letting him believe it is *we* who serve in removing the Atreides threat. But in the end, a Harkonnen will control the throne.”
- **Fremen** – “These morons live on the planet we are in charge of mining Spice from. If they stay out of our way, fine. If they show their filthy necks, maybe we’ll slit it for them. Either way, I reiterate the words of the Emperor: THE SPICE MUST FLOW!!!”
- **Sardaukar** – “The Emperor believes we are his pawns, and that keeps us safe from the Sardaukar. Keep the Emperor busy aiming these fanatics at someone else and they won’t be at your own throat...that is the wise course of action.”

Special Traits: Members of House Harkonnen have the following special traits:

- Medium-size.
- Base speed is ten meters.
- Four extra skill points at 1st Level, one extra skill point at each additional level, and one extra starting feat since Humans are so versatile and capable.
- +2 Strength, which details the sheer physical strength and the predatory nature that the Harkonnens have bred into their lineage.
- Automatic Language: Galach and Harkonnen Battle Language.

PYONS

Pyons represent the rank-and-file of the Imperium. They are those individuals who are Imperial citizens, but do not hold any noble rank in the Faufreluches. While not being able to take part in legal and diplomatic matters of state without proper sponsorship from the appropriate noble(s), they serve their respective Houses quite well in other positions. Indispensable to any House, the Pyon is a welcome member of any party.

Special Traits: Pyons have the following special traits:

- Medium-size.
- Base speed is ten meters.
- Four extra skill points at 1st Level, one extra skill point at

each additional level, and one extra starting feat since Humans are so versatile and capable.

- Pyons gain the Adaptive Learning Feat due to their ability to adapt to almost any environment and situation.
- +1 to any one attribute, allowing the true unique abilities and qualities of that specific individual to show through.
- Automatic Language: Galach

SARDAUKAR

Known throughout the Known Universe as the Padishah Emperor’s personal terror troops, the average Sardaukar is given the utmost of respect. Commonly seen as the equal of ten average Imperial troopers, even the weakest of Sardaukar find themselves relative demigods on the battlefield. Known to no one outside of the Imperial family, Salusa Secundus, the former home world of House Corrino is home to an indigenous people who are believed to be descendants of those who survived the nuclear holocaust there so many years ago. Believed a truly barbaric place, the Emperor discourages further speculation, jealously guarding the secret that the planet serves as his personal prison planet. It is so barbaric, that it is best kept from the minds of civilized men. Serving also as the training ground of the Imperial Sardaukar Legions, only six out of thirteen cadets survive past the age of eleven.

Personality: You are not a normal Imperial citizen. You are Sardaukar. Wearing the black and gray uniform of the Imperial Sardaukar brings a stern grin to your face and a snap in your salute. Watching others pale as you pass them in the streets brings you glee, for you know you can best any one of them in combat, even if they do bring along their five friends, although none would ever dare. Being trained in upholding the cruel and despotic treatment of those you see as weak, your ritualistic elitism far surpasses any discipline known throughout the Imperium’s militaries. An abrasively cold personality, near-suicidal disregard for personal safety, and a grim attitude toward all those seen as enemies are key to your ideologies.

Physical Description: A Sardaukar is a very frightening sight. Standing at over six feet tall, the Sardaukar are very well built, being very muscular and very angular in all respects, features and movement. Usually tanned, most Sardaukar have glassy eyes that seem to pierce even the strongest of wills, setting those who they gaze upon trembling with fear.

Languages: Being of the Corrino bloodline and citizens of the Imperium, the Sardaukar naturally speak Galach. They also speak an assortment of other languages, dependent upon their location within the Imperium and their time within the Imperial Legions. The Sardaukar have a unique Battle Language, and use it with deadly efficiency when in the heat of battle.

Mindset:

- “If the Emperor sees something that needs to be ‘fixed’, we ‘fix’ it. We exist to serve our Emperor, and nothing more. Pray that the Padishah Emperor finds you worthy of his protection, or you will suffer the effects of my blade.”

Special Traits: In addition to having access to the ‘Sardaukar Feats’, the Sardaukar also have the following special

traits:

- Medium-size.
- Base speed is ten meters.
- +2 Strength, +1 Dexterity and +2 Constitution, reflecting their adaptation to the harsh climates of Salusa Secundus and their battle-hardened conditioning.
- -2 Charisma, which shows their relative lack of emphasis on academics as well as their inability to interact with the average Imperial citizen due to their cruel and sadistic natures.

Automatic Language: Galach and Sardaukar Battle Language.

Φ

Vecna's Other ~~Hands~~ Feet

Boots!

By Matt Halm, Illustrated by Matt Halm

Traveler's Boots

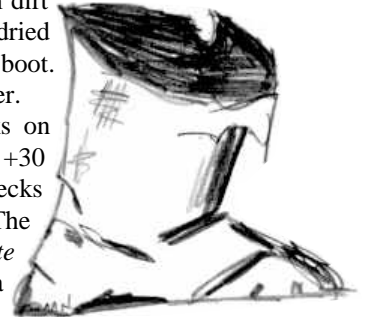
Mud Boots

These boots are made from dirt and water mixed together and dried to form the shape of a crude boot. The boots resize to fit any wearer.

Mud boots leave no tracks on wet earth and give the wearer a +30 bonus to Move Silently checks made in such conditions. The wearer can also cast *transmute mud to rock* once per week as a 10th-level sorcerer.

Caster Level: 7th; *Prerequisites:*

Craft Wondrous Item, *transmute mud to rock*; *Market Price:* 6,000 gp; *Weight:* 1 lb.



Sand Boots

These boots are composed entirely of grains of sand of various shapes and sizes. The boots resize to fit the feet of any wearer.

Sand boots leave no tracks on sand and grant the wearer a +30 bonus to Move Silently checks made in sandy conditions.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item;

Market Price: 2,000 gp; *Weight:* 1 lb.

Snow Boots

These boots are seemingly made of snow and ice, magically shaped to fit the wearer's foot. These boots resize to fit any wearer.

Snow boots leave no tracks on snow and give the wearer a +30 bonus to Move Silently checks made in snowy conditions.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item;

Market Price: 2,000 gp; *Weight:* 1 lb.

Water Boots

These boots are made of shimmering water and feel cool to the touch. They resize to fit any wearer.

If a character wearing water boots moves through water that is at least 1 inch deep, characters trying to track him treat him as though he left no tracks or odor. The wearer's feet do not get wet from wading through water and grant the wearer a +30 bonus to Move Silently checks made while walking through at least 1 inch of water.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item;

Market Price: 2,000 gp; *Weight:* 1 lb.

Φ

Conventions

Origins 2003

By Matt Halm, Illustrated by Matt Halm

"Only 24 more days!" That was the common cry a few days ago in English class. The countdown, recreated below, is dutifully erased and written again every day before lunch.

Then, at lunch, the convention is again discussed with anticipation. Queries of "are you going?" are often followed by the response of "I don't know."

For those of you who would answer "yes" to the above question, you can eagerly look forward to my appearance there as well. The "Æther booth" will be set up in the food hall every day around 14:00 (or whenever). If it's not there, it'll be somewhere else.

Free copies of *Æther* will be handed out to random people at the show, so try your hardest to be one of them! If you want one I'll be wandering the exhibit hall looking for free stuff of my own.

Right after the May/June issue of *Æther* comes out, a special *Origins* issue will be released, with photographs from the show (including one of the Æther booth!), as well as descriptions of the various events that I took part in. If you go to *Origins*, feel free to email descriptions of the events you did to be included them in the issue. Also, if you take pictures at *Origins*, you can email those too for inclusion in the issue.

If you want a copy of this, let me know! If you get your copy of *Æther* by mail, you'll get one automatically, but if you don't, then you won't.

ÆtherCon 2003

By Matt Halm

If you happen to live near me (you know who you are), then you have the opportunity to come to *ÆtherCon 03*! The convention of conventions, *ÆtherCon* will showcase the most prestigious game designers in the Miami Valley.

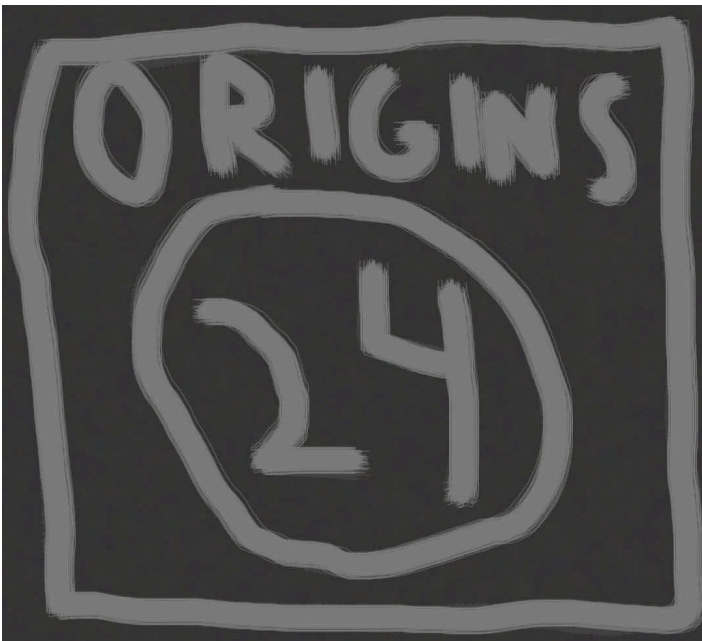
Play any game you want to! You name it, you can run it. Neither the event schedule nor the date have been set, so check the *Æther* website for updates! There will also be updates in upcoming issues of *Æther*.

GenCon 2003

By Matt Halm

By popular demand, *Æther* will also be publishing a GenCon issue, similar to the one described in the article about *Origins*. Since I'm not actually going to GenCon, it's up to you to get me descriptions of your favorite events and photos of the funniest and coolest things at the show.

The same thing goes for this one: if you want a copy, let me know.



The countdown

What do we want?

Many people, when encouraged to submit articles to *Æther*, ask "well, what do you want?" The simple answer to this common question is "anything," but quite often people are discouraged by that answer and then do not know what to write. To aid in this respect, a new section of our website (<http://www.geocities.com/cow080>) will post the upcoming issue topics (which are always subject to change - you saw what happened to this issues Underdark topic) for potential submitters to look at in search of inspiration. Also posted will be sub-topics of various ideas I come up with when I am very tired. Also be sure to check out the back cover of each issue, which provides the topic of the next issue.

Letters

What do you think about psionics? Are clerics good or bad?

Letters, 1350 Corry Street, Yellow Springs, OH 45387

Email letters to cow080@yahoo.com or post them at the *Æther* group (<http://groups.geocities.com/group/aethergroup>)

Last issue's questions

1) What is your opinion of ready-made adventures?

2) Are bards good or bad?

The First Letter!

1: I do not really use them, I prefer a fully home made campaign setting. where each adventure brings has paths or clues that can bring the characters to a deeper understanding of the rich setting that unfolds around them. But, they generally are not a bad thing either. I have used them when I didn't have my setting info prepared, and they can work quite well.

2: Bards are good, especially in larger groups. D&D is a team game. It does not matter how well any class fares in one on one duels. What matters is what that class can contribute to a team of adventurers, and even more importantly, if the class is fun to play.

Paul Giegler
from the *Æther* group

Wahoo! Krusk's Towing Service

A 1st-level half-orc that rolls 18 for Strength, making his total score 20 (with racial modifiers), and that gets his maximum of 1600 gp starting gold can buy 5 *potions of bull's strength*. If he drinks them all, and rolls max for each, his Strength score increases to 45, giving him a max load of 12,800 pounds. This means that he can push or drag up to 64,000 pounds – or 32 tons!

—Matt Halm

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Next Issue:
Combat