

Song and Silence

Frequently Asked Questions

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About the FAQ

If you have a question about *Song and Silence*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in red text for your convenience. Red text changes to black text in the next version. If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

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We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

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The Pyro feat from *Song and Silence* seems to say that the feat gives you +1 point of damage per die of damage you deal with any spell that has the fire descriptor. At least that's what my players think. Is this true? Can a *fireball* cast by a 6th-level character with the Pyro feat deal 6d6+6 points of damage? Will *Aganazar's scorcher* also deal the extra point per die? There are so many; the list could go on and on. Some other spells my players are asking about are *burning hands*, *fire shield*, *wall of fire*, and *flame arrow*.

The Pyro feat lets you deal extra damage when you set something on fire (such as when you use alchemist's fire). See *Catching On Fire* in Chapter 3 of the *DUNGEON MASTER's Guide*. Most fire spells don't set anything on fire, and even fewer set creatures on fire.

As noted in the *DUNGEON MASTER's Guide*, no spell with an instantaneous duration sets a creature on fire, so the Pyro feat won't grant you any extra damage from *Aganazar's scorcher*, *burning hands*, or *fireball*.

The flames from the warm version of the *fire shield* spell do not set creatures or objects on fire.

You can set objects alight with a flaming projectile using a *flame arrow* spell, but not creatures. If you set fire to an object with a flaming projectile, the object takes 1d6 points of fire damage per round, starting the round after it was hit, or 1d6+1 points of damage per round if you have the Pyro feat. The fiery bolts from a *flame arrow* spell do not set creatures or objects on fire.

Can you take the Dash feat more than once and stack the speed increase?

You can't take a feat more than once unless the feat specifically says you can. (Dash doesn't say you can.)

The Hamstring feat allows you to use a sneak attack to lessen a creature's speed. Can you hamstring a creature more than once and quarter its movement? How about using it to strike a wing instead of a leg to halve its flying speed?

Multiple hamstring effects don't stack, except where specifically noted otherwise; for example, you have to hamstring a quadruped twice to lessen its speed by half. Note that once you lessen a quadruped's speed, additional hamstring effects don't stack.

You can't hamstring a wing to lessen flying speed. The Hamstring feat works only against a creature's land speed, as noted in the feat description.

Why are creatures with more than four legs immune to the Hamstring feat? Why couldn't you hamstring a six-legged creature three times and lessen its speed by half? Also, the feat description says the movement reduction lasts 24 hours or until a successful Heal check. What's the DC for the Heal check?

While I suppose you could hamstring just about anything by successfully hitting half its legs, the process gets absurd after awhile. For example, you'd be much better off making four regular sneak attacks against a monstrous spider than you would be if you tried to hamstring it four times. In addition, most things that have more than four legs don't really have "hamstrings." In any case, creatures must be

vulnerable to sneak attacks to be susceptible to hamstringing attacks. For example, you cannot hamstring a golem or other construct because you can't sneak attack a construct.

It takes a Heal check (DC 15) to remove the speed loss from a hamstringing attack.

I found the description for the Quicker Than the Eye feat confusing. Do you get an actual extra partial action granted to you if any foe (even 1 out of 20 goblins) fails the Spot check? Or is this feat meant to just allow you to make one attack after bluffing in the same round?

Quicker Than the Eye doesn't give you any extra actions. Creatures that fail their Spot checks just don't see what you're doing for the rest of the round.

Once you make your Bluff check (as a move-equivalent action) you can do just about anything with the remainder of your round. Because you have already made a move-equivalent action, you have only a partial action left. You could use that partial action to attack, move, use a skill, cast a spell, or any one of a number of other things (see Partial Actions in Chapter 8 of the *Player's Handbook*).

Note that what you can do after the Bluff check does not depend at all on the outcome of your opponents' Spot checks, but any opponent who makes a successful Spot check observes what you do with your partial action.

Suppose I'm a rogue with the Expert Tactician feat from *Sword and Fist* and the Quicker Than the Eye feat from *Song and Silence*. If I'm in melee with an opponent and use a move-equivalent action to Bluff my foe and get him to look away, can I do the extra attack from the Expert Tactician feat? If I do that, can I then use my remaining partial action to run away? What happens if I use my partial action to use Bluff again? Can I then make a second free attack?

An opponent who fails to detect your Bluff when you use Quicker Than the Eye does not see the partial action you take after the Bluff, so your opponent is denied his Dexterity bonus against your melee attacks. If you also have the Expert Tactician feat, you can make an immediate free attack against a foe who failed his Spot check against your Bluff. Once you do so, that opponent is observing you again, and that opponent will observe you if you try to run away after the free attack. Because the attack you make by virtue of your Expert Tactician feat is a free action, you could attempt to use Quicker Than the Eye again, but your opponent should get a bonus on the Spot check. The second Bluff check also is a move-equivalent action, so you would be done acting for the round. If the second Bluff check succeeded, however, your opponent would once again not see you, and you could make another free attack by virtue of your Expert Tactician feat.

The virtuoso prestige class from *Song and Silence* has an ability called sustaining song. The description for this ability mentions something called a stabilization check. What is a stabilization check? Also, sustaining song lasts for 5 minutes or until the virtuoso stops performing. What does that mean?

The phrase "stabilization check" refers to the 10% chance a dying character has to become stable each round (see Dying

in Chapter 8 of the *Player's Handbook*). While a sustaining song is in effect, a dying character does not check to become stable each round and does not automatically lose any hit points for not becoming stable.

A sustaining song lasts for a maximum of 5 minutes or until the virtuoso stops the sustaining song effect, whichever comes first.

The virtuoso prestige class also has an ability called calumny, which is a supernatural, mind-affecting, language-dependent ability. What is a language-dependent ability?

A language-dependent effect uses intelligible language as a medium. If the subject cannot understand what the ability user says, the effect fails. "Language dependent" is a standard descriptor for spells and other magical effects. It is described under Descriptors in Chapter 10 of the *Player's Handbook*.

When a virtuoso at 1st level gets the bardic music ability, does she also get one additional use of this ability per level like the bard? If the virtuoso also has bard levels, can the character use her daily virtuoso allotment of bardic music for bard music abilities? Can she use her daily bard allotment of bardic music for bard levels, and can she use her daily virtuoso allotment of bardic music for virtuoso music abilities?

Yes to all. Uses of bardic music from the virtuoso and bard classes are completely interchangeable. Add up the daily uses of bardic music for each class. The character can expend these on any bardic music ability her bard or virtuoso classes make available to her.

The short description of the *harmonize* spell on page 88 of *Song and Silence* says the spell pools the talents of multiple bards to grant one of them extra temporary ranks of Perform. When you read the full description of the spell on page 92, however, it says the spell grants the lead performer a circumstance bonus on Perform checks equal to +1 per three bard levels of the backup performers. Which is correct?

The spell description is correct.

The *healthful slumber* spell from *Song and Silence* doubles the subject's natural healing rate. The Heal skill allows for long-term care that also doubles the recipient's natural healing rate. Does a character who receives both long-term care and a *healthful slumber* spell heal at four times the normal rate?

You don't multiply multipliers—you combine them into a single multiplier instead. Each extra multiple adds +1 to the original multiplier, so two doublings triple the original (see page 275 in the *Player's Handbook*). In the case of *healthful slumber* plus successful long-term care, a subject regains 3 hit points per level per day of light activity, or 4.5 hit points per level per day of complete bed rest.