

## Tuesday's Two-Pager: Book of Senses Part 3: Finish

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February 25, 2003

Version 1.1

Requires the use of the Dungeons & Dragons®,  
Third Edition Core Books, published by Wizards of the Coast, Inc.



In this, the final installment of Senses, we finish up with the effect the skills introduced in part 1 have on the other existing skills in the system; we introduces some new spells and magic items; and we update the rules for determining encounter distances.

### SPELLS

Add the following sentence to *stinking cloud*: “Affected creatures are congested.”

#### Flavor

Transmutation

**Level:** Sor/Wiz 0

**Component:** V, S

**Casting Time:** 1 action

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

**Target:** One cubic foot of food and/or drink / level

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (object)

The flavor of the food and drink takes on the properties you desire. You may use this spell to make the food taste better or terrible. You may also attempt to make the food taste like a specific meal, brew or vintage by making an appropriate Profession (cook), Profession (brewer) or Profession (vintner) check (DC 15). This spell has no effect on the nutritional or danger value of the food and drink. Water made to taste like wine contains no alcohol.

A Sniff check (DC 35) will determine that the food has been magically altered to affect its taste.

#### Perfume

Conjuration (Creation)

**Level:** Sor/Wiz 0

**Component:** V, S, M, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature or object (no bigger than 10-foot cubed)

**Duration:** 1 hour

**Saving Throw:** Ref negates

**Spell Resistance:** Yes

The odor of the subject changes to a scent of your choice. The scent chosen can be anything you want it to be but if you try to duplicate the scent of another being; you must have an article of clothing recently worn by the creature.

*Material Component:* A vial of water poured on the target.

*Arcane Focus (Optional):* An article of clothing containing the scent you wish to duplicate.

#### Scentless

Illusion (Glamer)

**Level:** Sor/Wiz 1

**Component:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature touched.

**Duration:** 1 minute/level

**Saving Throws:** Fort negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject of the spell loses his scent. To creatures who rely on scent to perceive their surroundings, the character becomes effectively invisible.

#### Senseless

Transmutation

**Level:** Sor/Wiz 4

**Component:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** A creature touched.

**Duration:** 1 minute/level

**Saving Throws:** Fort negates

**Spell Resistance:** Yes

The subject of the spell loses all touch with reality, collapsing to the floor. He cannot see, hear, smell or feel. Any sense feats he possesses are suppressed for the duration of the spell.

Treat this as if his Dexterity has dropped to 0. He cannot make Reflex saving throws while in this state. He cannot cast any spells that target other creatures. Any attempt to speak requires a Will saving throw (DC 20) to avoid biting his own tongue. Any attempt to cast a spell with somatic components requires a Spellcraft check as if he were casting the spell while undergoing violent motion. If the spell requires a focus or material component he cannot cast the spell unless the focus or material component was in his hands before he became *senseless*.

#### Soft Step

Illusion (Glamer)

**Level:** Sor/Wiz 2, Asn 1

**Component:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** You or a creature touched.

**Duration:** 10 minutes/level

**Saving Throws:** None or Will negates (harmless)

**Spell Resistance:** No or Yes (harmless)

You gain a +30 bonus to Move Silently checks. Creatures with Tremorsense fail to sense your footfalls automatically. The bonus to Move Silently checks applies to all opposed Listen and Read Vibration checks.

*Material Component:* A feather.

### MAGIC ITEMS

**Feather Boots:** These soft boots quiet your footfalls and lighten your step. Your steps make no sound when you walk, giving you a +10 bonus to Move Silently checks. Anyone attempting to track you has the Wilderness Lore DC raised by 5.

*Caster Level:* 5<sup>th</sup>; *Prerequisite:* Craft Wondrous Item, *soft step*; *Market Price:* 2,000 gp; *Weight:* ½ lb.

**Dust of Varied Scent:** When applied to the subject's body, his scent changes every few minutes. This negates any benefits to Track checks aided by Scent. Additionally, any creature that usually aid Track checks with Scent must make Track checks twice as often as usual in order to notice the point where the scent changes.

*Caster Level:* 4<sup>th</sup>; *Prerequisite:* Craft Wondrous Item, *perfume*;  
*Market Price:* 200 gp; *Weight:* --.

## RIGID AIRWAYS

As mentioned in part 1, creatures with rigid airways are not susceptible to congestion. In addition to reptiles and creatures with the swallow whole ability, rigid airways are most often found in these creature types: Aberrations, Oozes, and Outsiders. Likewise the creatures you cannot imagine ever breathing tend to be immune to congestion: Constructs, Plants and Undead.

## OTHER SKILLS

Many skills are enhanced with access to scent and tactile based skills. Nothing below contradicts the information about these skills in the rulebook. Treat this information as an addendum to the descriptions found in the rulebook.

### Alchemy

**Special:** Having 5 or more ranks in Sniff gives you a +2 synergy bonus with Alchemy checks involving detection of poison and identifying potions.

Alchemy can be used to create a perfume that masks your scent with another person's scent. See **disguise** below.

### Craft

**Special:** You gain a +2 synergy bonus to any Craft check involving the stretching of materials (iron, cloth, clay) if you have 10 or more ranks in Read Vibration. You gain a +2 synergy bonus to any Craft check involving the boiling, cooking, heating, mixing of materials (perfume making, leatherworking) if you have 10 or more ranks in Sniff.

### Disguise

**Special:** If you have sufficient Alchemy and Sniff skills, you can attempt to mask your scent with the scent of the target of your impersonation. This requires a successful Sniff check (DC 20) while in the presence of the target. Your DM should make the roll. If you make the roll, or fail it by more 5, he will tell you that you think you know the correct scent. Otherwise, you will not think that you can duplicate it correctly.

If you proceed, you must make an Alchemy check (DC 20) to concoct the scent. This requires an Alchemy lab and costs 50 gp. Use the craft rules to create the concoction. Once successful, you can use the concoction, worn like perfume, to mask your scent for 8 hours per dose.

When worn, a correctly scented concoction negates the Sniff synergy bonus to opposed Spot checks to see through a disguise. The concoction should make it possible to fool the target's animals into believing you are the original. If you failed the Sniff roll when crafting the concoction, the Sniff synergy bonus to opposed Spot checks is +4.

### Heal

**Special:** If you have the Body Sense feat, you can use Heal on yourself.

### Intuit Direction

**Special:** When combined with several of the feats below, Intuit Direction determines success.

### Listen

**Special:** You gain a +2 synergy bonus against opposed Move Silently checks if you have 5 or more ranks in Read Vibration.

### Profession

**Special:** You gain a +2 synergy bonus to Profession (brewer), Profession (cook) and Profession (herbalist) checks if you have 5 or more ranks in Sniff.

### Search

**Special:** When the object being searched for is audible, exudes an odor or is moving, you may add +2 to the Search check if you have 10 or more ranks in the appropriate sense skill.

### Sense Motive

**Special:** You gain a +2 synergy bonus to your Sense Motive checks if you have 5 or more ranks in sniff and your opponent is trying to hide some truth from you.

### Spot

**Special:** You gain a +2 synergy bonus against opposed Hide checks if you have 5 or more ranks in Sniff.

### Wilderness Lore

**Check:** You can mask your scent using leaves and bark from naturally occurring plants. Use a Wilderness Lore check as the DC of an opposed Sniff check to detect you by scent. The application of leaves and bark to mask your scent lasts for four hours. Creatures with Intelligence greater than 15 get a +2 bonus to their Sniff checks in order to notice the scent of the mask.

**Special:** When masking your scent, you get a +2 synergy bonus to your Wilderness Lore check if you have 10 or more ranks in Profession (herbalist). When Tracking, you gain a +2 synergy bonus to your Wilderness Lore checks if you have 10 or more ranks in Sniff and you have smelled the being you are tracking before.

## ENCOUNTER DISTANCE

Encounter distance is usually unaffected by additional senses. Indoors, other senses can be used in place of spot to determine who is aware of their foes first.

When using the encounter distance rules, you can use any of the four standard sense skills anywhere a Spot check is called for as noted below. When more than one check is viable allow each party to use whichever one is more favorable.

**Listen:** The base DC of a Listen check is the opposing target's Move Silently check. If they are making noise, entirely foregoing any attempt to move silently, the DC is 0. If they are not trying to Move Silently but are still travelling cautiously, make a Move Silently check for them but half the result to determine the base DC.

**Sniff:** The base DC for a Sniff check is 20. If there is any wind, increase the DC by 1 for each 5 mph upwind the target is or decrease it by 1 for each 5 mph downwind the target is.

**Read Vibrations:** The base DC is 40 on solid ground, 30 on a raised platform.

## WHAT HAPPENED TO TASTE?

Though many people are taught that there are five sense, there are really only four. Taste is a special case of the scent ability. Both taste and smell involve chemical reactions against nerve endings on the body. The other three senses (sight, hearing and touch) involve vibration reactions against nerve endings on the body.

When identifying something using Sniff, placing substance on your tongue gives you a +10 bonus to your Sniff check. If the substance is dangerous, you must make a Reflex saving throw (DC 25) or become affected by the substance.

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