

D&D[®] Frequently Asked Questions

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About the FAQ

If you have a question about the D&D game rules, you may 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.

This version of the D&D FAQ uses the 3.5 revision of the core rules and also contains questions covering material from a variety of books (such as *Savage Species* and *Epic Level Handbook*). If you haven't yet adopted the revision, don't worry—in the rare instance that the answer is different between 3rd edition and the 3.5 revision, we'll bring it to your attention with a call out that says "Revision Alert." If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage 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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Character Races and Classes

We start off the Character Races and Classes section with general questions about races, classes, levels, terms, and so on. As more questions are added to the section, subsections will be added.

I'd like to know just how intelligent a human character with an Intelligence score of 3 is. What is the character's approximate IQ? Is the character considered mentally handicapped or just slow? Can he carry a normal conversation or does he have problems speaking?

A character with an Intelligence score of 3 is smarter than most animals, but only barely. Any creature with an Intelligence score of 3 or higher can understand at least one language (see page 7 in the *Monster Manual*). A human with an Intelligence score of 3 can speak Common but will not have a good vocabulary (perhaps a few hundred one- and two-syllable words), and the character will not have a good grasp of syntax and grammar. The character speaks and understands only simple subject-verb sentences and probably has problems with things such as past and future tense.

Intelligence also affects memory and reasoning, so the example character doesn't have much of a head for facts, and the character will not be very good at arithmetic.

Ten points of IQ per point of Intelligence is a good rule of thumb, so your example character has an IQ of about 30. How the example character is perceived and treated would depend on social conditions in the campaign. Most cultures in a D&D world are pretty tolerant -- they have to be just so they can get along in a place that contains the wide variety of creatures that inhabit most D&D worlds. In such cultures, terms such as "dull" and "slow" probably don't get much use, at least in respect to a person's mental capacity. When your own Intelligence is about average (10) you're "slow" compared to a dragon, beholder, mind flayer, or other creature that might live right next door or lurk beyond the next valley. Still, elitism and a sense of superiority can exist just about anywhere.

It is a good bet, however, that the example characters' associates, relatives, and neighbors know the character's mental limitations, and that they adjust their expectations for that character accordingly.

Okay, I'm confused by the current alphabet soup of abbreviations dealing with exactly how tough a monster or a character is. What are character level, class level, EL, ECL, and CR? How do they relate to each other? Are they interchangeable? If not, what are they used for?

The terms are not interchangeable. You can find definitions of most of these terms in the *Player's Handbook* glossary or in *Savage Species*, but here's an overview.

Class Level: The total number of levels you have in a particular class. A 5th-level fighter has 5 class levels in fighter. A 5th-level fighter/5th-level wizard has 5 class levels in fighter and 5 class levels in wizard. Class level affects so many things it would be tedious to list them all in detail. The most important include number of Hit Dice (1 per class level), base attack bonus, base saving throw bonuses, and number of skill points, all as shown in the description for the class. If a class gives you bonus feats, it's your class level that determines when you get them.

In addition, most level-based variables for a class feature depend on your class level, as does any level-based variable for

a spell you cast as a member of that class. Powers from clerical domains are class features, and any level-based variables they have depend on your level in the class that gives you access to the domain.

Character Level: The total number of class levels you have in all your classes, plus any racial Hit Dice you have. A human 5th-level fighter/5th-level wizard has 10 character levels. An ogre 5th-level fighter/5th-level wizard has 14 character levels (because it has 4 racial Hit Dice). Character levels determine when you gain feats and ability score increases (see Table 3-2: Experience and Level-Dependent Benefits in the *Player's Handbook*). Any feat you get by virtue of your character level is in addition to any bonus feats from your class levels.

In addition, your character level determines how much experience you earn when you defeat a foe and how many experience points you need to gain your next class level.

Effective Character Level (ECL): Effective character level is character level plus the level adjustment for the character's race. Races that are more powerful than the standard races in the *Player's Handbook* have level adjustments to help promote some equity among the player characters in a campaign, and to help DMs decide how much danger a party containing members of those races can actually handle. For example, a drow has a level adjustment of +2. Many people (and even one or two rulebooks) say "ECL" when they really mean "level adjustment."

Use the character's ECL to determine starting equipment and how the character earns and benefits from experience, as noted on page 5 of *Savage Species*. Use the actual character level for everything else.

Encounter Level (EL): Encounter Level is strictly a tool for the DM to use when deciding if a particular encounter is too easy, about right, or too hard for a particular group of characters. It has no real effect on play. Some people think that Encounter Level determines how much experience characters gain from an encounter, but that's not so (read on).

Challenge Rating (CR): Challenge Rating reflects a game designer's best judgment about how tough a monster will prove in a fight. The CRs of all the creatures in an encounter help to determine the encounter's EL (see Chapter 4: Adventures in the *Dungeon Master's Guide*). When characters defeat a creature, its CR determines the basic experience award, which in turn is adjusted according to the party's character levels or ECLs (see Chapter 7: Rewards in the *Dungeon Master's Guide*).

It is perhaps unfortunate that an NPC who belongs to a standard *Player's Handbook* race has a CR equal to her character level, because it implies that CR, character level, and ECL are the same. They aren't—CR and character level just happen to have the same values sometimes. CR and ECL have nothing to do with each other, because they measure two different things. See the next question.

I have been flipping through *Savage Species*, and I have become confused about the use of ECL. Would a 1st-level mind flayer wizard be an appropriate challenge for a party of 16th-level characters or for a party of 8th-level characters?

Effective character level (ECL) is a measurement of a character's impact as a player character in a campaign, and that is usually quite different from how dangerous it is as an NPC

during a single encounter.

To determine the challenge your example character presents, ignore ECL and use the rules for determining NPC Challenge Ratings in Chapter 7: Rewards of the *Dungeon Master's Guide*. The example character has a CR of 9 (base CR of 8 for a mind flayer, +1 for its character level). All by itself, the example character is a challenge for a party of four 9th-level player characters.

The example character's ECL, however, is a whopping 16 (racial HD 8 + character level 1 + level adjustment 7).

Why the difference?

It has to do with the impact the character would have on a campaign as an ongoing PC, as opposed to the much lower impact it has during a single encounter (which is what CR measures). A party of four 9th-level PCs can reasonably expect to dispatch the mind flayer wizard NPC in a few rounds. As a player character, however, the mind flayer is much more powerful, since it uses its *mind blast*, psionics, and deadly tentacles against a succession of foes, encounter after encounter, adventure after adventure.

When is a monster character considered epic level? Do you "go epic" when your total class levels equal 20 or when your total Hit Dice equal 20? Is a monster character eligible for epic-level feats (such as Epic Toughness) when its character level is 21+ or when its ECL is 21+?

A monster becomes an epic-level character when its character level hits 21, just like any other character. A monster's character level is equal to its racial Hit Dice + class levels. (See the second sidebar on page 25 of the *Epic Level Handbook*.)

A creature's ECL has no effect on when it becomes an epic character, although once it becomes an epic character, its ECL continues to affect how much experience it earns and when it can add a new level.

A player of mine wants to create a minotaur character. The average party level is 15. He says he can just make a 1st-level barbarian/14th-level fighter minotaur and be equal to the other player characters. I say he can only have a 7th-level character (say 1 barbarian level and 6 fighter levels) because of the minotaur's ECL of 8 (8 minotaur + 1 barbarian + 6 fighter = 15th level). Who's right?

You're on the right track. You've figured out the right number of class levels the character can have, but a minotaur has 6 racial Hit Dice and a +2 level adjustment. Your example minotaur character does have an ECL of 15 (6 HD, 7 class levels, and a +2 level adjustment), but it is a 13th-level character with skill points, base saves, feats, and ability score increases as a 13th-level character. The minotaur character starts with 15th-level equipment, however, and earns experience as a 15th-level character.

The text for level adjustments on page 11 of *Savage Species* says that if the monster gains multiple attacks in a single round before a fighter of equal level, or if the attacks deal more damage than a one-handed martial weapon, then this is a level adjustment of at least +1. By "multiple attacks," do you mean two claws, or two claws and a bite, such as the Multiattack feat requires? Say a monster has two claws, each dealing 1d4 points of damage. Would that still be a +0 level adjustment, since the two claws do not exceed the damage a longsword can deal?

Having more than one natural attack gets you a +1 level adjustment (no matter how much damage those natural weapons can deal) if a fighter of equivalent level does not have as many attacks. If you have one natural weapon that deals more damage than you could deal with a one-handed simple or martial weapon (more than 1d8 for a Medium creature), you also have a level adjustment of at least +1.

Do anthropomorphic felines lose their pounce abilities?

Yes; see the Special Attacks entry on page 215 of *Savage Species*.

I was reading *Savage Species*, and its discussion of caster level confused me with the example of a young gold dragon. If you are a young gold dragon, you have spells as a 1st-level sorcerer and can also pick clerical spells (and some spells from some domains) and cast them as arcane spells. Suppose you then take 3 levels in sorcerer. *Savage Species* explains that you derive spells per day, spells known, and caster level from the sum of your caster level as a dragon (1st) plus your caster level as a sorcerer (3rd), so you are a 4th-level caster. My question is regarding the cleric spells you can learn as arcane spells. Can you take 2nd-level cleric spells and cast them as arcane spells because you are a dragon? Also, is your caster level for the cleric spells you can cast as a dragon 4th or 1st? Can the dragon cast any cleric spell as an arcane spell? What about monsters that cast spells as clerics? What would happen if the dragon added cleric levels?

When a dragon, or any other creature that can cast spells as a sorcerer, adds sorcerer levels, those levels stack when determining how the character casts sorcerer spells.

The example dragon casts spells as a 4th-level sorcerer. The dragon's innate caster level doesn't stack with its sorcerer levels for other class features. If the example dragon has a familiar, the familiar has abilities from a 3rd-level master as shown in Table 3-19: Familiar Special Abilities in the *Player's Handbook*.

A dragon that can cast cleric spells as arcane spells casts such spells as though they were part of the sorcerer class list. If the example dragon wanted to cast *cure moderate wounds*, it would have to choose *cure moderate wounds* as one of the 2nd-level spells it knows. It would cast the spell as a 4th-level caster (and heal 1d8+4 points of damage when casting it). It cannot simply cast any 1st- or 2nd-level cleric spell.

If the example dragon adds a level of cleric, it would cast sorcerer spells as a 4th-level sorcerer (including any cleric spells it has added to its list of spells known) and would prepare and cast cleric spells and turn undead as a 1st-level cleric. When preparing cleric spells, it could choose any 1st-level cleric spell, just as any other 1st-level cleric could.

If you make a character with the reptilian template and the base creature is a human, do you still get the extra feat and extra 4 skill points at 1st level, or do you lose these due to the benefits gained from the template? I suppose this applies to any template.

When applying any template, treat racial traits as special qualities. If a template says the new creature retains the special qualities of the base creature, then any racial traits also are retained. Humans retain their extra feats and skill points, elves retain their skill bonuses and weapon proficiencies, dwarves retain their saving throw bonus, and so on. Thus, when you apply the reptilian template to a human, the base creature

retains its human racial traits: an extra feat and 4 extra skill points.

How do racial Hit Dice factor into the computation of a multiclass character's uneven class and a favored class? Are they ignored completely? For example, a thri-kreen has 2 racial Hit Dice (thus 2 levels of the thri-kreen monster class) and has a favored class of ranger (as listed in *Savage Species*). If a thri-kreen character wished to take rogue class levels, would this cause an automatic -20% experience point penalty when the 4th level of rogue was taken because of the existing 2 levels of thri-kreen?

Ignore racial Hit Dice completely when calculating experience penalties for multiclass characters. The example character has no experience penalty.

In looking over the ogre mage class in *Savage Species*, I noticed that regeneration is listed twice in the class advancement chart. Is there a separation of what abilities the ogre mage derives from advancement? The text on the regeneration class feature doesn't say if the character gains all the abilities of regeneration at 6th level (for example reattaching limbs) or at 11th level. Help!

At 6th level an ogre mage has regeneration 1; at 11th level an ogre mage has regeneration 2, just as shown on the class chart.

That is, an ogre mage character regenerates 1 hit point per round starting at level 6, and 2 hit points per round starting at level 11. Starting at 6th level, an ogre mage character gets all the general benefits of regeneration, including the ability to reattach or regrow organs and limbs.

In the previous version of the D&D game, having levels in a prestige class never caused you to pay the experience penalty for being a multiclass character without uneven class levels. (The prestige class levels didn't count when checking to see if you had a penalty.) The section on prestige classes in the new *Dungeon Master's Guide* no longer mentions that you don't suffer an experience penalty for having levels in a prestige class. Is this a change or an error?

It's an error. Having levels in a prestige class won't give you an experience penalty.

Cleric

If a cleric's turning check results in a "Most Powerful Undead Affected" Hit Dice of 0 or less, does that mean the cleric's turn attempt failed, or is 1 HD always the minimum?

There is no minimum HD result of a turning check. If a 1st-level cleric rolls a total turning check of 9 or less, he can't turn any undead (since the most powerful undead affected would be 0 HD). In general, unless the rules specifically state that a minimum value exists, it doesn't.

How do I know when my cleric can prepare spells? Does he need to rest first?

Divine spellcasters who prepare spells (such as clerics and druids) choose and prepare their spells at a particular time of day. Unless the character's deity or faith specifies a particular time, the character may choose his spell preparation time when he first gains the ability to cast divine spells. Dawn, dusk, noon, and midnight are common choices. If something prevents the character from praying for his spells at the proper time, he must

do so as soon as possible or else wait until the next day to prepare his spells. Unlike wizards, divine spellcasters need not rest before preparing spells.

My DM says that my cleric has to drop his morningstar to cast spells. Is he right?

Yes and no. To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. (Player's Handbook, page 140) A cleric (or any caster, for that matter) who holds a weapon in one hand and wears a heavy shield on the other arm doesn't have a hand free to cast a spell with a somatic component (which includes most spells in the game). To cast such a spell, the character must either drop or sheathe his weapon.

Another simple option is for the cleric to carry a buckler or light shield instead of a heavy shield. The buckler leaves one hand free for spellcasting, and you don't even lose the buckler's shield bonus to AC when casting with that hand. The light shield doesn't give you a free hand for spellcasting, but since you can hold an item in the same hand that holds the light shield, you could switch your weapon to that hand to free up a hand for spellcasting. (You can't use the weapon while it's held in the same hand as your shield, of course.) The rules don't state what type of action is required to switch hands on a weapon, but it seems reasonable to assume that it's the equivalent of drawing a weapon (a move action that doesn't provoke attacks of opportunity).

Druid

The druid's wildshape ability is described as being like the *polymorph* spell except when noted otherwise. The *polymorph* spell description says you can assume the form of an animal with 1 Hit Die per caster level, up to 15 Hit Dice. The wildshape ability states that you cannot assume a shape with more Hit Dice than your druid level. Further, a 20th-level druid can assume the form of a huge elemental, which has 16 Hit Dice. So my question is: Is the 15-HD limit from the *polymorph* spell completely removed for a wildshaping druid and is limited only by the druid's level?

Yes, use the wildshaping druid's level as the limit of Hit Dice for the assumed form, as noted in the wildshape description, instead of the 15-HD limit for the spell. Don't forget to observe the wildshape ability's limits on the types of forms that the druid can assume as well as the assumed form size, both of which also vary with the druid's class level.

When you add Hit Dice to a druid's (or ranger's) animal companion as the master's level goes up, does the animal get any bigger? For instance, when a druid has a wolf companion, the wolf starts out with the standard 2 Hit Dice and is size Medium. By the time the druid is 3rd level, the wolf has 2 bonus Hit Dice. According to the wolf entry in the *Monster Manual*, an "advanced" wolf with 4 Hit Dice would be Large. Is the example companion wolf also Large?

An animal companion doesn't get bigger when it adds extra Hit Dice for the master's levels. The advancement entries for creatures, and the rules for advancing monsters, refer to unusually powerful specimens that are simply tougher (and perhaps bigger) than normal for their kinds.

Monk

I've been reading the new *Player's Handbook*, and I'm confused about the monk. The new monk class description

says a monk gets an extra attack from the flurry of blows ability by taking -2 on all of her attacks. Additionally, she gets an additional attack at her full attack bonus at 11th level. The table for flurry attacks shows this progression through 3rd level, but then the progression breaks down. At 5th level, the monk's base attack is identical to 4th level, but her attack bonuses for her flurry attacks increase by one, and this keeps happening. Also, is the additional attack at 11th level taken at the monk's full base attack bonus? Or is it taken at base attack -2 , as with the other flurry attacks? Assuming the text and not the table is to be followed, a 20th-level monk should either attack at $+13/+13/+13/+8/+3$ or $+15/+13/+13/+8/+3$. Which is correct?

All the extra attacks a monk gets as part of a flurry are at the monk's highest attack bonus, less any penalty the flurry imposes. The penalty starts at -2 at 1st level, drops to -1 at 5th level, and drops to 0 at 9th level (see the Flurry of Blows section in the monk class description). Table 3–10 in the *Player's Handbook* gives the correct attack bonus for a flurry at each level. The numbers on the table reflect both the extra attacks the monk gets from the flurry and the correct flurry penalty (or lack thereof).

A 20th-level monk using a flurry attacks 5 times at a basic bonus of $+15/+15/+15/+10/+5$, just as shown on the table. A base attack bonus of $+15$ gives three attacks at $+15/+10/+5$. A flurry grants two extra attacks at the monk's highest attack bonus of $+15$ (for being level 11+), and there is no attack penalty for the flurry (for being level 9+).

Exactly how often can a monk attack with a single manufactured weapon when using the flurry of blows ability? For example, if I have a $+1$ alchemical silver dagger, and I'm allowed three attacks in a flurry, how many of those attacks can be dagger attacks? What if I have two daggers? How about with natural weaponry, such as a claw or bite? For example, if I have a vampire monk, can I flurry with a slam attack and drain energy multiple times from one living foe? If natural weaponry doesn't work with a flurry, why not?

You can't use a dagger with a flurry of blows at all. When you use the flurry ability, you must attack with either unarmed strikes or with special monk weapons. There are only six of the latter included in the *Player's Handbook* (kama, nunchaku, quarterstaff, sai, shuriken, and siangham). A natural weapon (any natural weapon) is neither an unarmed strike nor a special monk weapon, so you can't use it along with a flurry.

If you have one (or two) special monk weapons, you can freely substitute attacks with those weapons with unarmed attacks in the flurry (see the flurry of blows description on page 46 of the *Player's Handbook*). If you're allowed three attacks in a flurry, and you have a $+1$ alchemical silver sai (or other special monk weapon), you could use the sai up to three times in the flurry. The examples given in the flurry of blows entry don't make that completely clear because they don't cover all the combinations of weapon attacks and unarmed strikes that are possible.

If you have two special monk weapons to use, you can use either or both of them in the flurry. For example, if you're entitled to three attacks using flurry of blows, and you're armed with a $+1$ alchemical silver sai and a cold iron sai, you can make three attacks with one sai and no attacks with the other, two attacks with one sai and one attack with the other, one attack with each sai and one unarmed attack, or any other combination of three attacks. Note that having a sai in each

hand won't prevent a monk from making unarmed attacks. A monk with her hands full can still make her full complement of unarmed strikes (see the unarmed strike entry on page 41 of the *Player's Handbook*).

It might seem a tad strange that you cannot use a natural weapon, such as a slam or a claw when you can use a monk weapon such as a sai or a kama. However, natural weaponry isn't as handy as manufactured weaponry. You never get extra attacks from a high base attack bonus with natural weaponry, and the monk's flurry ability is another way to get extra attacks from your base attack bonus. It's worth noting here that a vampire monk using its unarmed strike ability is not using its slam attack and cannot drain energy.

The description of the flurry of blows ability says there's no such thing as a monk attacking with an off-hand weapon during a flurry of blows. What does that mean, exactly? Can the monk make off-hand attacks in addition to flurry attacks?

Actually, the text to which you refer appears in the entry for unarmed strikes. When a monk uses his unarmed strike ability, she does not suffer any penalty for an off-hand attack, even when she has her hands full and is attacking with knees and elbows, using the flurry of blows ability to make extra attacks, or both.

The rules don't come right out and say that a monk can't use an unarmed strike for an off-hand strike (although the exact wording of the unarmed strike ability suggests otherwise), and no compelling reason why a monk could not do so exists.

When using an unarmed strike as an off-hand attack, the monk suffers all the usual attack penalties from two-weapon fighting (see Table 8–10 in the *Player's Handbook*) and the monk adds only half her Strength bonus (if any) to damage if the off-hand unarmed strike hits.

To add an off-hand attack to a flurry of blows, stack whatever two-weapon penalty the monk has with the penalty (if any) from the flurry. Attacks from the flurry have the monk's full damage bonus from Strength, but the off-hand attack gains only half Strength bonus to damage. If the off-hand attack is a weapon, that weapon isn't available for use in the flurry (if it can be used in a flurry at all, see the previous question). For example, a 4th-level monk with the Two-Weapon Fighting feat and a Strength score of 14 decides to use a flurry of blows and decides to throw in an off-hand attack as well. The monk has a base attack bonus of $+3$ and a $+2$ Strength bonus. With a flurry, the character can make two attacks, each at $+3$ (base $+3$, -2 flurry, $+2$ Strength). An unarmed strike is a light weapon, so the monk suffers an additional -2 penalty for both the flurry and the off-hand attack, and the monk makes three attacks, each at an attack bonus of $+1$. The two attacks from the flurry are primary attacks and add the monk's full Strength bonus to damage of $+2$. The single off-hand attack adds half the monk's Strength bonus to damage ($+1$).

If the monk in our example has two sais to use with the flurry, plus the off-hand attack, she can use both in the flurry (in which case she must make the off-hand attack with an unarmed strike) or one sai for the off-hand attack and one with the flurry. The sai used in the off-hand attack is not available for the flurry and vice versa.

Can a monk fight with two weapons? Can she combine a two-weapon attack with a flurry of blows? What are her penalties on attack rolls?

A monk can fight with two weapons just like any other

character, but she must accept the normal penalties on her attack rolls to do so. She can use an unarmed strike as an off-hand weapon. She can even combine two-weapon fighting with a flurry of blows to gain an extra attack with her off hand (but remember that she can use only unarmed strikes or special monk weapons as part of the flurry). The penalties for two-weapon fighting stack with the penalties for flurry of blows.

For example, at 6th level, the monk Ember can normally make one attack per round at a +4 bonus. When using flurry of blows, she may make two attacks (using unarmed strikes or any special monk weapons she holds), each at a +3 bonus. If she wants to make an extra attack with her off hand, she has to accept a –4 penalty on her primary hand attacks and a –8 penalty on her off-hand attacks (assuming she wields a light weapon in her off hand).

If Ember has Two-Weapon Fighting, she has to accept only a –2 penalty on all attacks to make an extra attack with her off hand. Thus, when wielding a light weapon in her off hand during a flurry of blows, she can make a total of three attacks, each at a total bonus of +1. At least one of these attacks has to be with her off-hand weapon.

A 20th-level monk with Greater Two-Weapon Fighting can make eight attacks per round during a flurry of blows. Assuming she wields a light weapon in her off hand, her three off-hand weapon attacks are at +13/+8/+3, and she has five attacks (at +13/+13/+13/+8/+3) with unarmed strikes or any weapons she carries in her primary hand. If the same monk also has Rapid Shot and throws at least one shuriken as part of her flurry of blows (since Rapid Shot can be used only with ranged attacks), she can throw one additional shuriken with her primary hand, but all of her attacks (even melee attacks) suffer a –2 penalty. Thus, her full attack array looks like this: +11/+11/+11/+11/+6/+1 primary hand (two must be with shuriken) and +11/+6/+1 off hand.

I have a question about the unarmed damage of an enlarged 20th-level human monk who has Empty Hand Mastery (from *Oriental Adventures*). In my understanding, this monk deals the same damage as a Huge monk. My question is, how much damage does a Huge monk deal with her unarmed strike?

A monk's unarmed strike damage follows the normal rules for weapon damage when the wielder's size varies from the normal range, as described in Table 2–2 and Table 2–3 on page 28 of the *Dungeon Master's Guide*. A Huge 1st-level monk deals 2d6 points of damage with her unarmed strike, since her size category is increased two steps from Medium, the baseline for damage values.

A 20th-level monk with Empty Hand Mastery deals 4d8 points of damage with her unarmed strikes, and 6d8 points of damage when enlarged.

I wish to make a monk/soulknife, and I am wondering if the damage from the monk's unarmed strike stacks with the damage of the mind blade. If not, why not?

A soulknife's mind blade is not an unarmed strike. It is treated as a weapon and has its own game statistics (see page 27 of the *Expanded Psionics Handbook*). The monk's unarmed strike damage doesn't stack with a mind blade any more than it stacks with the damage from a quarterstaff or any other weapon wielded by the monk.

Can a monk who has natural weapon attacks (such as a centaur monk) attack unarmed and still use his natural

weapons? For example, let's say he's an 8th-level monk. Can he use a flurry of blows and attack at +5/+5/+0 unarmed (plus other bonuses) and then at +0/+0 for 2 hooves?

If the creature normally is allowed to make both weapon attacks and natural weapon attacks as part of the same full attack routine, the monk can do the same (making unarmed strikes in place of weapon attacks). Since a centaur can make two hoof attacks in addition to his longsword attack, a centaur monk can make two hoof attacks in addition to his unarmed strike attack (or attacks, depending on his base attack bonus). The monk can't use his natural weapon attacks as part of a flurry of blows, but he may make natural weapon attacks in addition to his flurry. Such attacks suffer the same –2 penalty as the monk's flurry attacks in addition to the normal –5 penalty for secondary natural attacks.

An 8th-level centaur monk has a base attack bonus of +10 (+4 from his 4 monstrous humanoid Hit Dice, and +6 from his 8 monk levels). If he performs a flurry of blows, he makes three unarmed strikes, at +8/+8/+3. He can add two hoof attacks at +1/+1 (–5 as secondary weapons, and –2 from the flurry).

Paladin

Does a *cloak of Charisma*, an *eagle's splendor* spell, or other Charisma enhancements increase the saving throw bonus from a paladin's divine grace class feature?

Yes, use the paladin's current Charisma modifier, whatever it might be. Temporary Charisma increases also increase the saving throw bonus from divine grace. On the other hand, temporary Charisma decreases reduce the saving throw bonus from divine grace as well.

Rogue

Can a rogue deal nonlethal damage with a sneak attack using a normal weapon if she takes a –4 penalty on her attack roll? What if the rogue tries to deal lethal damage with a normally nonlethal weapon; can she make a sneak attack then?

You cannot make a sneak attack to deal nonlethal damage with a weapon that normally deals lethal damage; see the sneak attack entry in the rogue class description. You can deal nonlethal damage with a sneak attack with an unarmed strike or if you use a weapon that normally deals nonlethal damage, such as a sap.

If you choose to deal nonlethal damage with a weapon that normally deals lethal damage, such as a sword, you're assumed to wield the weapon in a less-than-efficient manner, such as striking with the flat of the blade or swinging a blunt weapon with less than the usual force (see page 146 in the *Player's Handbook*). Such methods prevent sneak attacks, which require especially well-aimed and effective blows.

You can make a sneak attack when you use a weapon that normally deals nonlethal damage to deal lethal damage. The penalty for doing so is –4, but in this case, it represents the difficulty you have finding and hitting a vulnerable area (also see page 146 in the *Player's Handbook*). This extra exactness in your attack doesn't interfere with sneak attacks.

One of my players, who has a rogue character, was reading the rogue class description and found an explanation of a rogue using a sap or unarmed strike in a sneak attack to deal nonlethal damage. He was wondering, since a sap is a martial weapon, should it have been listed as

one of the martial weapons that a rogue is proficient with, or should it actually be listed as a simple weapon? Or, is it assumed in the class description that the rogue took the Martial Weapon Proficiency (sap) feat? What happens if a rogue isn't proficient with a sap and tries to make a sneak attack with it? Do you have to be proficient with the weapon you're using to make sneak attacks?

A sap is a martial weapon and proficiency with a sap is indeed a feature of the rogue class (as noted in the *Player's Handbook* errata file).

The sap is mentioned in the sneak attack description primarily to make it clear that you can make sneak attacks with nonlethal weapons (such as saps and unarmed strikes), even though you cannot make sneak attacks when you decide to deal nonlethal damage with a weapon that normally deals lethal damage (see the previous question).

While a sneak attack requires deadly accuracy, you don't have to be proficient with a weapon to make a sneak attack with it. A rogue can suffer the -4 penalty for using a weapon with which she is not proficient and make a sneak attack. The situation here is slightly different than the one examined in the previous question. When you aren't proficient with a weapon, you have difficulty using it well, but you aren't deliberately using it in a less than optimal manner (as you are when trying to deal nonlethal damage with a lethal weapon). The two situations both impose a penalty of the same size, but for different reasons. Note that the two penalties stack. If you're aren't proficient with a weapon that normally deals lethal damage, and you try to deal nonlethal damage with it, you suffer a -8 penalty on attack rolls.

I have a multiclass barbarian/rogue. I was wondering if he can sneak attack while raging?

Yes, provided the character's attack meets the requirements for a sneak attack—you must have the foe flanked or the foe must somehow be denied its Dexterity bonus (if any) to Armor Class against your attack. A sneak attack requires precision (see the two previous questions), but not much in the way of patience or concentration.

How many Hit Dice does my 1st-level pixie rogue have? What would his effective character level be?

Unless noted otherwise, all creatures (other than 1-HD humanoids) retain their racial HD when they gain class levels. Thus, your pixie would have 2 Hit Dice: one from his race, and one from his class level.

His effective character level (ECL) would be 6 (2 for his HD, plus 4 for his level adjustment), unless he also possessed the *Otto's irresistible dance* spell-like ability, in which case his ECL would be 8 (2 HD +6 level adjustment). This value shows how powerful a pixie is in campaign play (and is used to determine how many XP he needs to gain levels, as well as the pixie PC's starting wealth), but it has no bearing on most in-game effects.

Wizard

Can a wizard cast a spell directly from his spellbook? If so what effects on the spellbook are there?

No, you cannot use a spellbook like a scroll. A spellbook contains notes for preparing a spell, but it's not a precast spell just waiting to be activated as a scroll is.

Prestige Classes

Is the sacred fist (a prestige class found in *Complete Divine*)

supposed to wear armor? None of the class abilities are inhibited by wearing light armor, and as long as he's wearing armor he might as well carry a shield, too, since he'd be losing his AC bonus only.

You've correctly determined that the sacred fist is allowed (even encouraged) to wear light armor. Whether or not a specific sacred fist wears light armor probably depends on what class features he might have from other classes. For instance, a sacred fist with monk levels (a strong likelihood) gives up his AC bonuses (including his Wis bonus to AC), his flurry of blows, and his fast movement. Still, for a sacred fist with only one or two monk levels, that might be worthwhile—his light armor's AC bonus might make up for the lost AC bonuses from the monk class, and he hasn't yet gained a speed bonus. As to whether the sacred fist might as well carry a shield, that's up to the character. Some sacred fists might prefer having their off hand free (such as for climbing). Also, a sacred fist's AC bonus applies even against touch attacks, which is more than can be said for a shield's bonus to AC.

One of my players plays a half-celestial sorcerer, and he wants to take the dragon disciple prestige class. What happens to his character's creature type when he reaches the 10th level of dragon disciple? Is he still an outsider (from his template), is he a dragon, is he both, or is he something else? Should he gain a level adjustment from becoming a half-dragon?

A creature can only have one type (although some templates retain a creature's original type as an "augmented" subtype). The dragon disciple prestige class has no limitations on the character's type other than "can't be dragon," so it's perfectly acceptable for a half-celestial character (or any other outsider who qualifies) to take levels in the class. At 10th level, the character's type would normally change to dragon. According to page 143 of *Savage Species*, the outsider type applied by the half-celestial template overrides the dragon type applied by the prestige class, so the character's type would remain outsider. The character still gains all the class features of the dragon disciple prestige class though, so this is mostly just an issue of nomenclature.

A dragon disciple ignores the normal level adjustment applied from the half-dragon template; in effect, he's already "paid" for the template through the 10 levels of his prestige class. This is true of any prestige class that applies a template or otherwise changes the character's type or subtype.

Skills

Are there no skills that are exclusive to certain classes in new version of the D&D game? For instance Decipher Script and Use Magical Device were exclusive to the rogue in the earlier version of the game.

Exclusive skills are a thing of the past.

The text for synergy under the Diplomacy skill on page 72 of the *Player's Handbook* states: "If you have 5 or more ranks in Bluff, Knowledge (nobility and royalty), or Sense Motive, you get a +2 bonus on Diplomacy checks." I'm assuming that means if a character has 5 ranks in Bluff, Knowledge (nobility and royalty), and Sense Motive that the character would receive only a +2 synergy bonus on Diplomacy checks. Or would the character receive a +6 synergy bonus (+2 for each)?

The bonuses listed in the synergy section of a skill description are unnamed and so they stack. (There's no such thing as a synergy bonus in the current edition of the D&D game.) The character in your example would receive a +6 bonus on Diplomacy checks.

How does the Disable Device skill work? Say my rogue has spotted what looks like a pressure plate. How does he go about disabling it? How can you disable a trap if you don't know what it does? Or is figuring out the trap part of disabling it?

In play, Disable Device works just like any other skill: You make a skill check and you succeed if your check result meets or exceeds the check DC; if you fail badly when attempting to disable a trap, you might trigger the trap (see the Disable Device skill description in the *Player's Handbook*).

The DM is free to decide exactly how much information you get about a trap you're trying to disable. In most cases, you'll discover just enough about the trap's workings to disable it. In the case of the pressure plate in your example, you'll discover that the plate triggers a reaction of some type if depressed, and a successful Disable Device check allows you to somehow jam the plate so that it cannot be depressed or it is

otherwise rendered nonfunctional. It's best to assume that a successful Disable Device check cripples the trap in the simplest and most straightforward way possible. With a pressure plate, that probably means using some kind of wedge to keep the plate from moving. You can certainly disarm a trap in this manner without ever figuring out exactly what the trap does.

A Disable Device check does reveal a trap's workings if the check beats the Disable Device DC by 10 or more. Even so, you might not completely understand the trap's workings, but you'll know what kind of nastiness the trap can dish out and exactly where the trap dishes it out. That knowledge can allow you to bypass the trap without triggering it.

When using a Ride skill check to claim cover from your mount, exactly when do you start claiming cover from your mount? When must you stop claiming cover from your mount? The skill description says you react instantly to claim cover, and it doesn't take an action. Does that mean you can do so anytime, even when it's not your turn? The skill description says you can't attack or cast spells while claiming cover. Why is that significant if you can claim cover anytime without using an action?

You can make a Ride check to claim cover from your mount anytime, even when it's not your turn. Make the check before your opponent makes his attack roll. If your check succeeds, you have cover against your opponent's attacks. If several different opponents attack you during the same place in the initiative order, one Ride check determines if you have cover against all those attacks. If you're attacked again, you must make another Ride check to claim cover again. You cannot claim cover while you're casting a spell or making any kind of attack. So, for example, if you cast a spell while mounted, you can't use your mount as cover against any attack of opportunity you might provoke. You also cannot claim cover from your mount while making a charge attack (not even during the movement portion of your charge).

Feats

I noticed that the Ability Focus feat in *Savage Species* is listed as a general feat instead of a monstrous feat. To me, that implies that some class abilities are considered special attacks. Which qualify, if this isn't a typo?

You can use the Ability Focus feat with pretty much anything that you can use to hurt or hinder a foe and that allows a saving throw. A short list includes the monk's stunning attack, the assassin's death attack, and the bard's fascinate ability. Things that don't allow saving throws, such as sneak attacks, aren't affected.

When fighting with two weapons, does the Combat Expertise feat apply to both weapons individually or together? For example, do I take a -2 on attack rolls for both weapons to add +2 Armor Class? Or do I take -2 on attack rolls for both weapons for a +4 bonus to Armor Class?

You get the AC bonus once. The attack penalty applies to all attacks you make until your next turn. If you use two weapons to make extra attacks, the penalty applies to the attacks from both weapons. It also applies to any attacks of opportunity you make before your next turn.

I have a monk with the Vow of Poverty feat (from *Book of Exalted Deeds*). Does the exalted strike bonus apply to grapple, sunder, disarm, and trip attempts?

The exalted strike bonus gained by a character who has taken Vow of Poverty applies only on attack and damage rolls. Unless something is described as an attack roll or a damage roll, the bonus doesn't apply.

- The touch attack made to start a grapple is an attack roll (so the bonus would apply to this roll), but a grapple check is not an attack roll, and thus the bonus wouldn't apply to the grapple check. Likewise, the touch attack made to start a trip attack would gain the bonus, but the Strength check you make to trip the defender is not an attack roll and wouldn't gain the bonus.
- To attempt a disarm attack or a sunder attack, you make an attack roll opposed by the defender's attack roll, so the exalted strike bonus would apply.

How do the equipment restrictions put on a character by the Vow of Poverty feat affect class-defining items? (Examples include a cleric's holy symbol, a wizard's familiar, a samurai's daisho, and a paladin's mount.)

The Vow of Poverty feat is very specific about the items that a character can own while gaining the benefits of the feat (see page 48 in *Book of Exalted Deeds* for details). It specifically disallows ownership of masterwork or magic weapons, and thus a samurai who chooses this feat must give up the possession of his daisho (his pair of masterwork weapons). A holy symbol does not appear on the list of eligible items, and thus a strict reading of the feat would disallow the item.

A familiar, special mount, or animal companion isn't a material possession, and thus a character with Vow of Poverty isn't restricted from gaining the benefits of such creatures.

Remember that the Vow of Poverty feat, like most of the material found in *Book of Exalted Deeds*, is intended for mature campaigns that are capable of handling difficult role-playing

issues—it's not intended for most hack-and-slash games. A cleric who must give up his holy symbol (effectively preventing him from turning undead or casting any spell that requires a divine focus) could be a very interesting challenge for a player who's "done it all" and wants to try something unusual.

One of the players in a campaign that I run took the Manyshot feat from the *Epic Level Handbook*. His character gets three attacks if he takes the full attack action, from a base attack bonus of +6/+1 and the Rapid Shot feat. He claims that with Manyshot he can fire six arrows as a full-round action. I say he can't, since the feat applies only to standard actions. I think that the feat allows him to fire two shots during a standard action as opposed to the usual single shot that is allowed. Does Manyshot apply to full attack as well as standard actions? I would greatly appreciate it if you could shed some light on the situation.

You're right about Manyshot. It allows the character to shoot two or more arrows as a standard action. It does not allow the character to fire two or more arrows in place of a single attack. Standard actions can't be combined with full attacks, nor are they part of a full attack.

The example character has a base attack bonus of +6; with the Rapid Shot and Manyshot feats, the character has the following options:

- Fire one arrow as a standard action (at +6).
- Fire two arrows as a standard action (at +2—the second printing of the *Epic Level Handbook* says the penalty for Manyshot is -4, not -2 as stated in the first printing).
- Fire two arrows as a full-round action (+6/+1).
- Fire three arrows as a full-round action (+4/+4/-1, with Rapid Shot)

The Improved Manyshot feat appears to have absolutely no benefit over Manyshot, and I need clarification. Manyshot has a maximum of four arrows at base attack +16 and higher. Improved Manyshot limits the number of arrows only by your base attack bonus: two arrows plus one arrow for every 5 points of base attack bonus above +6. Page 6 of the *Epic Level Handbook* says base attack bonus does not increase after level 20. That means the maximum base attack bonus any character could possibly have is +20. With a +20 base attack bonus, Improved Manyshot is still limited to four arrows.

Your epic attack bonus improves your base attack bonus for all purposes except your number of attacks with the full attack action. Add your base attack bonus and your epic attack bonus when using Improved Manyshot. If, for example, you have a base attack bonus of +20 and an epic attack bonus of +10, you can shoot six arrows as a standard action.

Suppose a character with the Improved Trip feat uses the Bluff skill to successfully feint in combat and uses his next melee attack to trip the duped opponent. It seems clear that the character ignores that opponent's Dexterity bonus to Armor Class for the touch attack to initiate the trip. Assuming that the trip attempt is successful, Improved Trip provides an additional attack as if the character hadn't used her attack for the trip attempt. Does this mean that the character continues to ignore the tripped opponent's Dexterity bonus to Armor Class for the additional attack

granted by Improved Trip feat? How do other “next attack only” effects (like the true strike spell) work with the Improved Trip feat?

In each case, the initial attack in trip attempt is the “next attack,” not the extra attack that you get from the Improved Trip feat. That is, if you’ve made a successful feint, your foe is denied any Dexterity bonus to Armor Class when you make the initial melee touch attack to start your trip attempt, but not when you attack him after a successful trip. Likewise, if you use the true strike spell, the +20 attack bonus applies to the touch attack, not to the free attack.

The Improved Trip feat description says that you get an extra attack after a successful trip attempt “as though you hadn’t used your attack for the trip attempt.” That, however, is just a shorthand way of explaining what part of your normal attack routine you use for the extra attack; it’s not meant to imply that you enter some kind of strange time warp when you make trip attacks.

Can I use Power Attack when fighting with two weapons? How does it work if my off-hand weapon is light?

You can use Power Attack or similar feats when fighting with two weapons. Whenever you choose to use Power Attack (or Combat Expertise, or any similar effect that applies a penalty on your attack rolls), the penalty applies on all attacks with both weapons made until the start of your next turn, even if the benefit doesn’t apply to one of your weapons.

For example, a fighter wielding a longsword and short sword who chooses to take a –2 penalty on attack rolls from his Power Attack feat applies that penalty to all his longsword attacks and all his short sword attacks until the start of his next turn. However, the bonus on damage rolls applies only to his longsword attacks, since a light weapon can’t benefit from Power Attack (see page 98 in the *Player’s Handbook*). This can make Power Attack a poor choice for a fighter using two weapons.

Can other feats like Precise Shot and Rapid Shot be used in connection with Manyshot?

Precise Shot, yes; Rapid Shot, no. The latter requires the full attack action, and using Manyshot is a standard action.

When you use Manyshot, does your Strength bonus from a mighty composite bow apply to each arrow’s damage?

Yes, as would the enhancement bonus from a magic bow.

Can you use Manyshot with a sneak attack? If so, do all the arrows deal sneak attack damage?

You can sneak attack with Manyshot. If you do, only one arrow in the volley deals sneak attack damage.

Is it possible to use the Shot on the Run feat in conjunction with the Manyshot feat? Some people I know insist that you must use the attack action with Shot on the Run, and they further claim that Manyshot is a standard action and not the attack action. But there isn’t any such thing as an attack action, is there? The text on actions in Chapter 8 of the *Player’s Handbook* (page 138) describes many kinds of actions (standard actions, move actions, full-round actions, and free actions); it even describes things that are not actions and mentions restricted activity. Nowhere, however, do the rules describe attack actions. So, what’s the correct answer?

No, you cannot use Shot on the Run and Manyshot together.

It is true that there is no category of actions called “attack actions” in the D&D game, but there is an action called attack—it’s the first action described under Standard Actions on page 139 in the *Player’s Handbook*.

It might seem that the folks who say no Manyshot with Shot On the Run are slicing the baloney a little thin, but the letter of the rules is on their side, and so is the intent behind the letter of the rules. The Manyshot feat description could say you fire multiple arrows with the attack action, but it doesn’t. Manyshot is a standard action, not a variant on the attack action (see the feat description on page 97 in the *Player’s Handbook*).

Likewise, the Shot on the Run feat could allow you to make any kind of ranged attack while moving, but it doesn’t. When using Shot on the Run, you must use the attack action with a ranged weapon (see the feat description on page 100 in the *Player’s Handbook*). This rules out using spells, most magic items, or special standard actions such as the Manyshot feat when making a Shot on the Run. That’s because casting a spell would require the cast a spell action (described on page 140 of the *Player’s Handbook*), using any magic item except for some use-activated items would require the activate magic item action (*Player’s Handbook*, page 142), and, as already noted here, using the Manyshot feat is a standard action. Most magic weapons are use activated and don’t require any action to activate at all (see page 213 in the *Dungeon Master’s Guide*), so you can use these weapons along with the attack action. For example, you could use a +1 longbow or +1 arrow (or both) with the attack action, and thus you also could use these items with Shot on the Run.

If you have the Trample feat, and you perform a mounted overrun, your target cannot choose to avoid you, and if you knock your opponent prone with the overrun, your mount can make one hoof attack against your opponent. Suppose you’re mounted on something other than a horse. Should the mount get one attack with its primary natural weapon (a hoof attack is the horse’s primary attack), or does a creature without a hoof attack get no free attack to attack against the trampled and prone opponent?

The free attack for the mount in a trample represents the mount literally knocking down the foe and stepping on him as he falls underneath the mount’s churning feet. The feat description specifies a hoof attack, but the kind of natural weapon is not limited only to hoof attacks. Any attack that is delivered with a foot, such as a claw or slam attack, also works. If the quadruped mount has natural weaponry on all four feet, use the weapon on the front feet. (For example, if your mount is a big cat, use the claw attack for a trample, not the rake.) Mounts that don’t attack with their feet don’t get the free attack. For example, if your mount is a riding dog, it won’t get a free attack from a trample; it can’t use its bite, and it has no natural weaponry on its front feet.

Normally, you have to use a light weapon to benefit from the Weapon Finesse feat. You can also use a rapier or a spiked chain with Weapon Finesse. You cannot use the Power Attack feat with a light weapon. Can you use a spiked chain or a rapier and benefit from both Weapon Finesse and Power Attack at the same time?

Yes. A rapier or a spiked chain made for a creature of your size is not a light weapon, even when you’re using the weapon

with the Weapon Finesse feat. If you have both feats and use a rapier or a spiked chain, you can manage power and finesse in the same attack.

Metamagic Feats

Back in *Dragon Magazine* #308 you suggested that a sorcerer could make use of the Heighten Spell and Improved Counterspell feats to counter just about any spell. A sorcerer couldn't use any spell modified by metamagic as a counterspell, could he? A sorcerer needs a full-round action to cast such a spell, and you couldn't prepare such an action, could you?

The Sage didn't do his homework on that question and you caught him. A sorcerer needs at least a full-round action to cast any spell modified with a metamagic feat, and that makes the spell useless for counterspelling. As you point out, you can't ready a full-round action and you must ready a counterspell ahead of time.

A sorcerer can work around this problem in a couple of ways. The Spell Preparation feat from the *FORGOTTEN REALMS® Campaign Setting* and the old *Tome and Blood* book let sorcerers and bards prepare spells and cast them with their normal casting time, even with metamagic feats applied. The Reactive Counterspell feat from *Magic of Faerûn* allows you to counter a spell without preparing an action. A sorcerer or bard using this feat could use Improved Counterspell and Heighten Spell to counter a spell, but would need a full-round action to do so.

Can a cleric with Divine Metamagic feat apply a metamagic effect to a spell whose level would ordinarily be too high to gain the metamagic effect from his metamagic feat?

Yes—applying a metamagic effect in this manner has no effect on the spell's level. For example, a 9th-level cleric with Divine Metamagic (Empower Spell) could spend four turn/rebuke undead attempts to empower a flame strike spell, even though empowered *flame strike* would normally require an 8th-level spell slot to cast.

The vigor series of spells (found in *Complete Divine*) raise an interesting question. Does the built-in maximum duration of each spell limitation override the effect of the Extend Spell feat?

Yes. Extend Spell still increases the spell's duration, but only up to a maximum of the spell's listed maximum duration. Use either the normal maximum duration or the doubled duration, whichever is less. If a 7th-level druid used Extend Spell on her *vigor* spell, the duration could not increase beyond 25 rounds.

Equipment

Each equipment question falls into one of several categories, starting with general questions about items (including magic items), then following with specific equipment questions. Questions about specific items fall under the same subcategories that you find in the *Dungeon Master's Guide* and are alphabetized by the item's name where possible.

General Equipment

The equipment section in the *Player's Handbook* says hemp rope can be burst with a successful DC 23 Strength check. Does this mean that a bound character, no matter how cleverly tied up, can simply escape by making a DC 23 Strength check? A character with a Strength score of at least 16 (+3 bonus) could do that automatically by “taking 20” on the check.

The DC to burst a single strand of rope is 23. If one is tied up, one is dealing with multiple strands of rope and not in the best position to exert leverage. Though the rope's ability to resist breakage would be a factor if someone were trying to break bonds, the skill with which the character was bound is more important.

A quick look at the Escape Artist skill description shows that escaping from bonds requires an Escape Artist check opposing the Use Rope check from whoever tied up the prisoner, and the character that tied the bonds gets a +10 bonus. If the prisoner just tries to break out through sheer Strength, add the break DC for rope (23) to the Use Rope check instead of +10.

If you use this method, it's possible (though not likely) for a truly inept captor to tie bonds that have a break DC of less than 23. That's somewhat realistic, because any knot, especially when badly tied, can weaken a rope.

To activate a spell completion or spell trigger item, the spell in the item must appear on your class spell list. How do you handle a cleric's domain spells? Most deities have three or four domains, but a cleric chooses only two of them. Are only the spells from the domains the cleric has chosen on his class spell list for the purpose of activating these items? Or are the spells for all domains associated with the cleric's deity on his class spell list? Also, which spells are on a specialist wizard's class spell list? Do all wizard spells remain on the wizard class spell list, even when the wizard has chosen a specialty and his prohibited schools?

If you're a cleric, spells from the domains you have selected are part of your class spell list. Spells from domains you could have selected, but did not, are not part of your class spell list (unless you get them on your class spell list some other way, such as by gaining another domain or adding another class).

Spells from a specialist wizard's prohibited schools are not part of his class spell list.

The section on page 159 of the *Player's Handbook* that covers using a weapon to make a trip attack says some weapons can be used for tripping, and then it lists a few weapons. Is the list the complete list of weapons that you can use to make trip attacks, or are there others? Can a character use, say, a quarterstaff to trip?

The list on page 159 is not intended to be a complete list; you can use several weapons described in Chapter 7 for trip

attacks, and new weapons get added to the game from time to time. To determine if any particular weapon is useful for tripping, read the weapon's description. If you can use the weapon to make trip attacks, its description will say so. If a weapon's description does not specifically say you can make trip attacks with it, you cannot make trip attacks with it. Weapons from the *Player's Handbook* you can use to make trip attacks are bolas, spiked chains, dire flails, heavy flails, flails, guisarmes, halberds, gnome hooked hammers, kamas, scythes, sickles, and whips.

You cannot use a quarterstaff to make a trip attack, because tripping isn't one of a quarterstaff's properties.

In the D&D game, a trip attack involves grabbing a foe and somehow yanking him off balance. All the *Player's Handbook* weapons that allow trip attacks have some kind of hook that can snag a foe or some flexible portion that you can wrap around an opponent's limb or body.

Suppose I have a weapon that is bane vs. constructs and it is not made of adamantine. If I attack an iron golem with this weapon, does the weapon bypass the golem's damage reduction? In general, will a bane weapon bypass damage reduction when you use it to attack a designated foe?

The bane property doesn't bypass damage reduction. If you hit a designated foe, however, the extra damage you deal helps you overcome any damage reduction the foe has. For example, if you have a Strength score of 16 and you hit an iron golem with a +1 *construct bane longsword*, you'll deal 1d8 +1 (base damage from the +1 sword) +2 (extra enhancement bonus against your designated foe from the bane property) +3 (Strength bonus) +2d6 (bonus damage against your designated foe). On average you'll deal 17 or 18 points of damage to the golem, which is enough to get a few points of damage past the golem's damage reduction of 15/adamantine.

You can get a host of benefits from wielding a two-handed weapon, such as 1-1/2 times your Strength bonus on damage (and twice your damage bonus from the Power Attack feat) and a +4 bonus on your opposed attack roll if someone tries to disarm you. So when is a weapon “two-handed?” For example, a lance is a two-handed weapon, right? But you can wield it in one hand when you're mounted. Since the weapons table shows that a lance is a two-handed weapon, I get all the two-handed benefits no matter how I wield the lance, right?

Wrong. Table 7-5 in the *Player's Handbook* lists weapons as light, one-handed, or two-handed strictly as a matter of convenience. These size categories are always relative to the wielder's size, as explained in some detail in the section on weapon size on page 113 in the *Player's Handbook* (also see next question).

When the combat rules speak of “two-handed” weapons, they're referring to how the weapon is being used. A Medium character using a Medium longsword in two hands is using a “two-handed” weapon. The same character using a Medium lance in one hand while mounted is using a one-handed weapon. Light weapons are an exception. If you wield a light weapon in two hands you get no advantage on damage (see page 113 in the *Player's Handbook*). Likewise, you always take a -4 penalty on your opposed roll when you're wielding a light weapon in a disarm attempt (when someone tries to

disarm you or you try to disarm someone) regardless of whether you wield it one- or two-handed.

Do flasks of holy water hurt tieflings? Would a bane weapon against evil outsiders get its increased enhancement bonus against tieflings and deal extra damage against tieflings?

An outsider is “evil” if it has any evil alignment (chaotic evil, neutral evil, or lawful evil). For the purpose of resolving any effect whose results depend on subject’s alignment, an outsider also is “evil” if it has the evil subtype, no matter what its alignment actually is (see the evil subtype description in the Glossary of the *Monster Manual*).

Holy water deals damage to undead and to evil outsiders that it strikes. An evil outsider bane weapon is more potent against evil outsiders. Since a tiefling is an outsider with the native subtype, it is susceptible to holy water or to the increased effects from an evil outsider bane weapon only if it has an evil alignment.

How long does it take to activate a scroll with an *identify* spell on it? How about a scroll with any of the *summon monster* spells or a wand of *summon monster*? This has been a serious debate for some of us. Page 213 of the *Dungeon Master’s Guide*, under Using Magic Items, says “Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting time of a spell is the time required to activate the same power in an item, whether it’s a scroll, a wand, or a pair of boots, unless the item description specifically states otherwise.” Yet, the very next section (spell completion items) states: “This is the activation method for scrolls . . . Activating a spell completion item is a standard action and provokes attacks of opportunity exactly as casting a spell does.” The *Player’s Handbook* section on scrolls also says it’s a standard action, yet the *Dungeon Master’s Guide* spell storing weapon ability on page 225 says “This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.” Which set of rules is correct?

Activating any magic item is a standard action, unless the item duplicates a spell effect that has a longer casting time or unless the item description specifies a different casting time. The sections on spell completion and spell trigger items should include the caveat that activating the item takes as long as casting the stored spell would take. Thus, it takes 1 hour to activate a scroll with an *identify* spell on it. A scroll or a wand with any of the *summon monster* spells in it takes a full round to activate, just as casting a *summon monster* spell does.

A command word item takes a standard action to activate, no matter what the casting time of the spell it duplicates. In general, command word items don’t duplicate spells with long casting times.

Use-activated items typically don’t have any activation times (because they function continually or because you activate them automatically as part of the action you take to use the item). Like command word items, use-activated items usually don’t duplicate spells with long casting times. Activating a scroll (or any other spell completion item) is “like casting a spell for purposes of arcane spell failure (such as from armor)” (see “Activation” on page 238 of the *Dungeon Master’s Guide*). An armored rogue who activates a scroll with Use Magic Device suffers the normal arcane spell failure chance.

I’m trying to find out if my rogue, wearing leather armor, can make a Use Magic Device check to trigger a wand containing an arcane spell. What is the DC for doing so? It appears from the rules that the armor will cause a 10% chance of arcane spell failure, if the spell being cast has a somatic (S) component (*Player’s Handbook*, page 122). Is it true that casting a spell from a spell-trigger item, such as a wand, removes the requirement for the somatic component, and thereby eliminates this 10% chance of failure?

The Use Magic Device skill is for using magic items that you normally could not otherwise activate. Activating a wand has a DC of 20, as shown on the table in the Use Magic Device skill description. However, this assumes that you already know what spell the wand stores. If you don’t, you have to activate the wand blindly (DC 25). If you successfully activate a wand blindly, you know what spell it contains, and your subsequent attempts to activate that particular wand are at DC 20.

There’s no arcane spell failure chance for activating a spell trigger item, for a command word item, or for a use-activated item. There is an arcane spell failure chance for activating a scroll (a spell completion item), provided the spell stored on the scroll has a somatic component.

Who can use a wand or other item that is activated with a spell trigger? I would think that you would have to be able to cast the stored spell. That is, you must have levels in a class that can cast the spell, have enough levels in that class to cast the stored spell, and have an ability score sufficient to cast that spell. If you’re a fighter with an Intelligence score of 9, you can’t just pick up a level of wizard and start using a *wand of fireball*, can you? Wands and other spell trigger items are for dedicated spellcasters who use them to carry around a few extra spells in case they run out, right? These are not items that allow dabblers to mimic true spellcasting ability. Still, some of my friends insist that you can use any spell trigger item (wand or staff) if you have at least one level in a class that could possibly cast the spell. They point to the term “spell list” in the description of spell trigger items in the *Dungeon Master’s Guide*. Surely, that refers to the list of spell you can conceivably cast, not to a class’s entire spell list. After all, the *Dungeon Master’s Guide* does not use the term “class spell list” when talking about spell trigger items. Please preserve play balance in our local campaign by telling me that I’m right.

Sorry, but your friends are correct. If you’re a member of a class that has spellcasting ability, you can use any spell trigger item that stores a spell that’s on your class’s spell list, even when you don’t have the class level or the ability score to cast the stored spell. This even applies when you don’t have enough class levels to cast any spells at all. For example, a paladin of 1st, 2nd, or 3rd level has not yet gained any spellcasting ability, but she still can use spell trigger items that store spells on the paladin class list. If you’re a specialist wizard, spells from your opposition schools aren’t part of your class spell list, and you can’t use spell trigger items that store those spells.

It’s true that the spell trigger text on page 213 in the *Dungeon Master’s Guide* does not use the words “class spell list,” but it should because having a spell on your class spell list is what’s required to use spell trigger items. Membership in a class gives you a smattering of magical knowledge, and that is sufficient to use a spell trigger item, even when you could not

hope to cast the spell on your own or even read it correctly from a scroll -- the character who made the spell trigger item has done all the hard work for you.

Your example fighter/wizard could indeed lob fireballs out of a wand (provided the character is not a specialist wizard with evocation as an opposition school). Doing so isn't much of a threat to the play balance in a campaign, nor will it make single-classed wizards or sorcerers in your world irrelevant. *Fireball* spells from dedicated spellcasters will, on the whole, deal more damage, penetrate spell resistance more readily, have higher save DCs, and have better range than fireballs from wands. The D&D game also includes other balancing factors, such as the experience penalty for multiclassing (although one can get around that by choosing the right race). Someone also has to make or pay for the wand, and that will prove an impediment to characters if the DM follows the *Dungeon Master's Guide* guidelines for character wealth and awarding treasure. Your example character would be far better off packing wands that boost fighting abilities (*shield* and *true strike* are some the Sage's favorites here).

Armor

The description of the magical bashing property for shields says it can be added only to light or heavy shields. Does this exclude shields with shield spikes? That is, can you have a +2 spiked light shield of bashing?

You can add the bashing property to a spiked shield. If you do, you use the bashing damage or the spike damage, as you prefer. The example +1 spiked light shield of bashing, if made for a Medium character, would deal 1d4 points of damage from the spike or from a bash. (Normally a light shield bash deals 1d3 points of damage, but the bashing enhancement increases that to 1d4.) If you use the spike damage, you're using a piercing weapon, and the spike has no enhancement bonus (but you could enhance the spike separately). If you use the bash, you're using a bludgeoning weapon that has a +1 enhancement.

What happens when you make a shield from adamantine or mithral? The adamantine description says you can make a shield from the metal, but there's no cost given. What is the price for an adamantine shield? What benefits do you get from an adamantine shield? Do you get damage reduction? If so, how much? What if you have an adamantine shield and adamantine armor? Does the damage reduction stack? When you make a shield from mithral, what benefits do you get? If you had a mithral heavy shield, would it have the properties of a light metal shield? (A light shield's weight lets you carry other items in that hand, although you cannot use weapons with it.) What would the damage rating be for a shield bash with a heavy mithral shield? Also, the mithral heavy shield listed on page 220 in the *Dungeon Master's Guide* weighs 5 pounds, less than half of what a heavy steel shield weighs. The text for mithral on page 284 says a mithral item weighs half what a normal item weighs. Which one is correct?

An adamantine shield costs an extra 5,000 gp (the same as the extra cost for adamantine light armor). Adamantine armor gives you some damage reduction (how much depends on the kind of armor; see page 283 in the *Dungeon Master's Guide*) but an adamantine shield does not. An adamantine shield is always a masterwork shield, so its armor check penalty is reduced by 1 (–0 for a buckler or light shield, –1 for a heavy shield). An adamantine shield also has a hardness of 20 and one third more hit points than normal (6 for a buckler, 13 for a light

shield, 26 for a heavy shield). A tower shield is made from wood, so you can't make one from adamantine.

The basic properties of a mithral shield remain unchanged. For example, a mithral heavy shield is still a heavy shield. If you're size Medium and you shield bash with a heavy mithral shield, you deal 1d4 points of damage (or 1d6 if the shield has a shield spike). You can't use your shield hand for anything else when you're using a heavy mithral shield.

Any mithral item is masterwork, but the –3 armor check reduction for a mithral item already includes the adjustment for a masterwork item. Any mithral item has a hardness of 15, but it has no extra hit points.

In general, mithral items weigh half what their normal counterparts weigh. When you find a specific listing for a mithral shield or armor, however, use the weight listed for it, not what the formula gives you. A mithral chain shirt, for example, weighs only 10 pounds (see page 20 of the *Dungeon Master's Guide*), not 12 1/2 pounds (half the normal weight of 25 pounds).

Can one use a tower shield while mounted?

Nothing in the tower shield description implies that you can't use it while mounted. If you claim cover from the shield, your mount gets no benefit.

If you don't have the Tower Shield Proficiency feat, you suffer the shield armor check penalty (–10) on all your attack rolls. The tower shield description, however, says anyone using the shield as a normal shield has a –2 penalty on attack rolls. If you're not proficient with the shield, do you get the –10 penalty instead of the –2?

Penalties in the D&D game stack. Whenever you use a tower shield, you suffer a –2 on attack rolls. If you aren't proficient with the shield, you suffer the armor check penalty (–10) as well, for a total penalty of –12.

Ghost touch armor is supposed to protect you from attacks by incorporeal foes, but all these creatures have incorporeal touch attacks, and touch attacks ignore armor, so ghost touch armor is really worthless, right?

Wrong. Incorporeal touch attacks and touch attacks aren't the same thing. If they were, they would not have different names.

An incorporeal touch attack actually resembles a slam attack (battering the foe with a fist or appendage), except that it passes through physical armor or shields. The term incorporeal touch attack simply serves as a reminder that most armor bonuses aren't effective against these attacks.

Armor and shield bonuses from force effects, such as the mage armor spell, shield spell, and bracers of armor are effective against incorporeal touch attacks, as is ghost touch armor or a ghost touch shield.

Like a ghost touch weapon, an incorporeal creature or manifested ghost can wear ghost touch armor and get an Armor Class benefit from it. Such a creature also can pass through solid objects while wearing ghost touch armor.

Do ghost touch armors and shields function like force effects? It says that the armor and shield bonuses apply against incorporeal attacks, but most incorporeal creatures have a touch attack, to which armor and shield bonuses specifically do not apply.

Ghost touch armor or a ghost touch shield protects you against incorporeal touch attacks, which are not the same as

touch attacks. Ghost touch armor and ghost touch shields don't protect you against regular touch attacks.

I have a bard in my game who has a bit of money to spend. She buys a set of bracers of armor +3 and a suit of +3 leather armor. If the bard wears both at the same time, the armor bonus from the bracers (+3) overrides the armor bonus from the leather armor (+1). Our question is, does the +3 enhancement bonus from the armor still get applied for a total of +6, is it subsumed by the magic of the bracers, or is it just ignored completely? Since the enhancement bonus and armor bonus are different types of bonuses, the bard thinks her total Armor Class bonus should be +6.

The magic leather armor's +3 enhancement bonus applies to make the armor's armor bonus bigger (+4 in this case). The example character uses only the larger armor bonus (+4) when wearing both the armor and the bracers.

The overlapping +3 bonus from the bracers is still there, however. (It is just irrelevant most of the time.) If something bypasses the +4 bonus from the magic armor, the bracers might still prove effective. For example, an incorporeal touch attack bypasses the whole armor bonus from the magic armor. Since the bracers provide a force effect, they protect the bard against the incorporeal touch attack. The example character still has a +3 armor bonus against the incorporeal touch attack.

Just how and when can you use armor spikes? If you're using two weapons already, can you use armor spikes to make a second off-hand attack? What if you're using a weapon and a shield? Can you use the armor spikes for an off-hand attack and still get a shield bonus to Armor Class from the shield? What if you use a two-handed weapon? Can you wield the weapon in two hands and still make an off-hand attack with the spikes? What are your options for using armor spikes in a grapple? Can you use them when pinned? If you have another light weapon, can you use that and your armor spikes when grappling?

When you fight with more than one weapon, you gain an extra attack. (Improved Two-Weapon Fighting and greater Two-Weapon Fighting give you more attacks with the extra weapon.) Armor spikes are a light weapon that can be used as the extra weapon.

If you attack only with your armor spikes during your turn (or use the armor spikes to make an attack of opportunity), you use them just like a regular weapon. If you use the full attack action, you can use armor spikes as either a primary light weapon or as an off-hand light weapon, even if you're using a shield or using a two-handed weapon. In these latter two cases, you're assumed to be kicking or kneeling your foe with your armor spikes.

Whenever you use armor spikes as an off-hand weapon, you suffer all the penalties for attacking with two weapons (see Table 8–10 in the *Player's Handbook*). When using armor spikes along with a two-handed weapon, it is usually best to use the two-handed weapon as your primary attack and the armor spikes as the off-hand weapon. You can use the armor spikes as the primary weapon and the two-handed weapon as the off-hand attack, but when you do so, you don't get the benefit of using a light weapon in your off hand.

You cannot, however, use your armor spikes to make a second off-hand attack when you're already fighting with two weapons. If you have a weapon in both hands and armor spikes, you can attack with the weapons in your hands (and not with the armor spikes) or with one of the weapons in your hands and

the armor spikes (see the description of spiked armor in Chapter 7 of the *Player's Handbook*).

When grappling, you can damage your foe with your spikes by making a regular grapple check (opposed by your foe's check). If you succeed, you deal piercing damage to your foe (see Table 7–5 in the *Player's Handbook*) rather than the unarmed strike damage you'd normally deal when damaging your foe with a grapple check. Since you can use armor spikes as a light weapon, you can simply use them to attack your foe. You suffer a –4 penalty on your attack roll when attacking with a light weapon in a grapple (see page 156 in the *Player's Handbook*), but if your foe is bigger or stronger than you, this might prove a better tactic than trying to deal damage through a grapple check because there is no opposed roll to make—you just have to hit your opponent's Armor Class. You can't attack with two weapons when grappling, even when one of those weapons is armor spikes (see the section on grappling in Chapter 8 of the *Player's Handbook*).

You can't attack and damage your foe if he has you pinned. If you break the pin and avoid being pinned again, you can go back to attacking your foe. If your attack bonus is high enough to allow multiple attacks, you might break the pin and then use your remaining attack to damage your foe. To accomplish this, you must first use an attack to break the pin. You can break a pin using the Escape Artist skill, but trying to do so is a standard action for you; once you use the standard action to attempt escape, you can't make any more attacks during your turn.

Just how fast can a dwarf barbarian, or other race with a speed of 20, move in medium armor? There are two prevailing opinions on this: 25 feet (10 feet more than that of a typical dwarf in medium armor) or 20 feet (the result of consulting table 7–6 for a creature with a speed of 30 feet). What is the intent of the statements on page 122 of the *Player's Handbook* regarding table 7–6: "Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column." That is, where should the emphasis be placed, on the mention of race or on the inclusion of unencumbered speed?

Table 7–6 uses base speeds, not races. Always apply any speed increases a character has before applying the effects of armor (see page 147 in the *Player's Handbook*). A halfling or gnome barbarian in medium armor has a speed of 20 feet. A dwarf barbarian in medium armor has a speed of 30 feet because medium or heavy armor doesn't reduce a dwarf's speed (see page 14 in the *Player's Handbook*).

Weapons

Is it possible to fire a repeating crossbow with one hand like a modern semiautomatic pistol? A friend of mine says you need only one hand to fully operate a repeating crossbow, and that you could hold a repeating crossbow in each hand, firing both of them in the same round. I argued that repeating crossbows didn't work like that. Real-life repeaters were lever-action jobs invented by the Chinese. You pull back the lever with one hand while holding the crossbow with the other. The lever drew the string back and dropped another round in from the magazine. So it required two hands to operate. My friend countered that the repeating crossbow presented in the *Player's Handbook* was not based on the real weapon and instead worked on a clockwork principal with a crank-wound spring pulling back the string after each shot. The idea is preposterous

(the force required to cock a crossbow is powerful indeed). Such a device would require a massive and heavy spring which would be almost impossible to wind or it would be far too weak to be effective (not to mention being heavy as heck). The description in the *Player's Handbook* does not mention any kind of spring wind system. Therefore, it must be assumed that the weapon works just like its real-life counterpart. So what is it? Is it a semiautomatic completely one-handed weapon? Or is it a simple, realistic two-handed lever-operated device? And if it is a spring-wound weapon, how many shots can it fire between windings, and how long does it take to wind?

Ah, the joys of rules debates!

Anyone can try to shoot a heavy or light crossbow one handed as noted in the heavy and light crossbow entries in Chapter 7 of the *Player's Handbook*. As these entries point out, however, one-handed reloading is not possible.

You're right about the repeating crossbow. (So is your friend, up to a point. The game's repeating crossbow works a lot better than the Chinese original did.) The weapon has a lever (and the lever is shown in the picture of the weapon in the *Player's Handbook*), but it's a cocking/reloading lever, not a windup lever for a clockwork mechanism. Your friend ought to read the description of the weapon: You reload the crossbow by pulling the lever after each shot, and that takes two hands, also as noted in the weapon description.

Is it possible to make slashing attacks with a rapier, perhaps at some kind of penalty? This is particularly important for my swashbuckling character, for doing things like sundering necklaces without harming the wearer, and so forth.

Technically, no, a rapier is a piercing weapon, not a slashing weapon.

Unofficially, your DM might allow slashing maneuvers with, say a -4 attack penalty and perhaps a damage penalty (perhaps also -4).

The flaming burst, icy burst, and shocking burst weapon powers require a critical hit to trigger the burst. What happens when you attack a foe that isn't subject to critical hits? Will the burst power work? A flaming burst, icy burst, or shocking burst weapon also is a flaming, frost, or shock weapon, respectively. What happens when the burst power is triggered? Does the burst damage augment or replace the damage from the energy power?

A burst power has its normal effect against foes that aren't subject to critical hits. If you strike such a foe and your attack roll is good enough to threaten a critical hit, go ahead and roll to confirm the critical. If you confirm the critical, the burst power is activated, but the foe doesn't take any extra weapon damage. For example, you have a +1 *flaming burst longsword* and you hit a wight with it, rolling a 19 (good enough for a threat with a longsword). The wight is an undead creature and not subject to critical hits, but you roll to confirm the critical anyway. If you confirm the critical, the wight takes normal damage from the sword (1d8+1 points if you're a Medium character, plus your Strength modifier), not double damage as a critical hit. The sword's burst power kicks in however, dealing an extra 1d10 points of fire damage to the wight.

Damage from a burst weapon is in addition to any damage from the weapon's energy power. If the energy power is activated, you deal 1d6 points of energy damage from the energy power, plus extra energy damage from the burst power

(see the power descriptions). For example, a confirmed critical hit from a +1 *flaming burst longsword* deals 1d6+1d10 points of fire damage in addition to the weapon damage from the critical hit itself.

The new descriptions for the flaming, frost, and shock weapon special abilities say that these weapons' energy effects work only on command. Why was this changed in the revision? Does that mean that their wielders must use a standard action to activate them for each attack? Or do the energy effects last awhile? If so, how long do they last? What's the chance that you burn (or freeze or shock) yourself when holding onto an activated weapon? Can you put away an activated weapon without damaging the scabbard where you store it? What happens if you have ammunition with these effects? Do you have to activate each piece of ammunition separately? What happens if you have a flaming, frost, and shock weapon? Logically, such a weapon couldn't exist, but what if it did? Would you have to activate each property separately? Finally, how does all this affect flaming burst, icy burst, and shocking burst weapons? Do these weapons' flame, frost, and shock properties have to be activated for the burst powers to work?

The flaming, frost, and shock weapon special abilities always have been command activated; the revision just clarified that.

Activating an energy power requires a standard action, but once you activate energy power, the power works until you use another action to deactivate it. You can activate or deactivate one of these powers on up to 50 pieces of ammunition at the same time, provided that all the ammunition is in your possession, all the ammunition is the same kind, and all the ammunition has the same power.

Any attack you make with an activated weapon deals energy damage to your foe if you hit—you don't have to do anything special to deal energy damage with an activated weapon.

A burst weapon's burst power is use activated and it works even when the weapon's energy power is not activated (see the last sentence in each power's description).

The energy from a flaming, frost, shock, flaming burst, icy burst, or shocking burst weapon never harms you while you're wielding or carrying the activated weapon (see the power descriptions), and it will not harm your equipment. If you lose or set down an activated weapon, the energy it produces will harm other objects it touches, so it is best to deactivate it first.

There's nothing illogical about a flaming, frost, shock weapon (at least not within any framework that allows weapons to generate energy in the first place), and there's no rule against such weapons (think of the weapon as having fiery, frosty, shocking flames). The character creating such a weapon decides how it can be activated. Most such weapons probably are made so that the wielders can activate all three powers simultaneously, or activate them one at a time, as desired.

Exactly when is a weapon light, one-handed, and two-handed? And when do you take the -2 penalty for using a weapon of the wrong size? How does the system of weapon sizes work with exotic weapons such as the bastard sword and dwarven waraxe, which are one-handed exotic weapons, but two-handed martial weapons? If my dwarf wants to use a dwarven waraxe in one hand, how big a dwarven waraxe can she wield? Suppose my dwarf wants to

fight with two weapons and use a dwarven waraxe as a light weapon in her off hand. How big a dwarven waraxe can she use then?

When you're talking strictly about a weapon's size (as opposed to how one uses the weapon, see the previous question), the designations light, one-handed, and two-handed depend on the kind of weapon and on the size of the wielder for which the weapon was made. According to page 113 in the *Player's Handbook*, a weapon has a size category, such as Small, Medium, or Large, that indicates the intended wielder's size. So, a Medium longsword is a longsword made for a Medium wielder. When a weapon's size category matches the wielder's size, Table 7-5 shows whether it is light, one-handed, or two-handed for that wielder. When the intended wielder and the actual wielder aren't the same size, you have to compare the two creature sizes to determine how the actual user can wield the weapon. If the actual user is much bigger or smaller than the intended user, she can't use the weapon at all. The Weapon and Wielder Size table shows weapon sizes vs. user sizes.

For example, a frost giant (a Huge creature) collects a greataxe, a warhammer, and a light hammer made for a dwarf (a Medium creature). The greataxe is a two-handed weapon for the dwarf, but the giant treats it as a light weapon. The giant suffers a -4 penalty when using the greataxe. The giant cannot

use the warhammer (a one-handed weapon for the dwarf) or the light hammer (a light weapon for the dwarf).

For the example character to wield a dwarven waraxe as a light weapon, the waraxe would have to be made for a Tiny character, and the dwarf would have a -4 attack penalty.

As noted in the previous question, you can decide to wield a one-handed weapon in two hands and get the benefits of a two-handed weapon in combat. To do so, the weapon has to be designated a one-handed weapon for you. The giant in the previous example could not get two-handed weapon damage with the dwarf's greataxe because that weapon is a light weapon for the giant.

The bastard sword, lance, and dwarven waraxe are all two-handed weapons that can be used in one hand under the correct circumstances (the bastard sword and dwarven waraxe are shown on Table 7-5 as one-handed exotic weapons, but they're really two-handed weapons). Treat all three of these weapons as two-handed weapons when determining who can use them and how. For example, a Small character cannot use a lance or bastard sword made for a Medium creature, even when mounted (in the case of a lance) or when the Small character has the Exotic Weapon Proficiency (bastard sword) feat. (This reverses the advice the Sage gave about bastard swords and Small characters in earlier FAQs.)

Weapon and Wielder Size

Weapon	Wielder Size								
	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Fine Weapon									
Light	L	—	—	—	—	—	—	—	—
One-handed	1-H	L (-2)	—	—	—	—	—	—	—
Two-handed	2-H	1-H (-2)	L (-4)	—	—	—	—	—	—
Diminutive Weapon									
Light	1-H (-2)	L	—	—	—	—	—	—	—
One-handed	2-H (-2)	1-H	L (-2)	—	—	—	—	—	—
Two-handed	—	2-H	1-H (-2)	L (-4)	—	—	—	—	—
Tiny Weapon									
Light	2-H (-4)	1-H (-2)	L	—	—	—	—	—	—
One-handed	—	2-H (-2)	1-H	L (-2)	—	—	—	—	—
Two-handed	—	—	2-H	1-H (-2)	L (-4)	—	—	—	—
Small Weapon									
Light	—	2-H (-4)	1-H (-2)	L	—	—	—	—	—
One-handed	—	—	2-H (-2)	1-H	L (-2)	—	—	—	—
Two-handed	—	—	—	2-H	1-H (-2)	L (-4)	—	—	—
Medium Weapon									
Light	—	—	2-H (-4)	1-H (-2)	L	—	—	—	—
One-handed	—	—	—	2-H (-2)	1-H	L (-2)	—	—	—
Two-handed	—	—	—	—	2-H	1-H (-2)	L (-4)	—	—
Large Weapon									
Light	—	—	—	2-H (-4)	1-H (-2)	L	—	—	—
One-handed	—	—	—	—	2-H (-2)	1-H	L (-2)	—	—
Two-handed	—	—	—	—	—	2-H	1-H (-2)	L (-4)	—
Huge Weapon									
Light	—	—	—	—	2-H (-4)	1-H (-2)	L	—	—
One-handed	—	—	—	—	—	2-H (-2)	1-H	L (-2)	—
Two-handed	—	—	—	—	—	—	2-H	1-H (-2)	L (-4)
Gargantuan Weapon									
Light	—	—	—	—	—	2-H (-4)	1-H (-2)	L	—
One-handed	—	—	—	—	—	—	2-H (-2)	1-H	L (-2)
Two-handed	—	—	—	—	—	—	—	2-H	1-H (-2)
Colossal Weapon									
Light	—	—	—	—	—	—	2-H (-4)	1-H (-2)	L
One-handed	—	—	—	—	—	—	—	2-H (-2)	1-H
Two-handed	—	—	—	—	—	—	—	—	2-H

L: The user treats the weapon as a light weapon.

1-H: The user treats the weapon as a one-handed weapon.

2-H: The user treats the weapon as a two-handed weapon.

—: The user is too big or too small to use this weapon.

Can I throw weapons with both hands? What happens if I also use Rapid Shot?

The two-weapon fighting rules allow you to use thrown weapons in both hands. As described on page 160 in the *Player's Handbook*, a dart or a shuriken is treated as a light weapon for the purpose of two-weapon fighting, while bolas, javelins, nets, or slings are treated as one-handed weapons. For other thrown weapons, compare the weapon's weight to those listed here. Generally, a thrown weapon that weighs less than 1 pound (at Medium size) is effectively a light weapon for this purpose. Weapons already defined as light weapons are also considered light.

As long as you can draw additional thrown weapons as a free action (such as from the Quick Draw feat), there's no reason you can't also use the Rapid Shot feat to get an extra throw with your primary hand. For example, if a 4th-level fighter has Quick Draw, Rapid Shot, and Two-Weapon Fighting, he can throw two daggers with his primary hand and a third with his off hand. His adjusted base attack bonus is +0 with each dagger (+4 base attack bonus, -2 for using a light weapon in his off hand, -2 for using Rapid Shot).

The *Dungeon Master's Guide* says that only a magic weapon with the same or higher enhancement bonus can sunder another magic weapon or a magic shield, but the text for the sunder attack in the *Player's Handbook* doesn't mention this. Also, the *Dungeon Master's Guide* says a magic item gets one extra point of hardness and one extra hit point per +1 of enhancement bonus. The *Player's Handbook*, however, says it gets +2 hardness and +10 hit points per +1 of enhancement bonus. Which is correct? Finally, what happens when a weapon or shield has a special quality that increases the item's price as an additional enhancement bonus? Does the item gain hardness and hit points for that extra enhancement bonus? What about magic items that don't have enhancement bonuses? Do they get any extra hardness or hit points? When a special material gives a nonmagical enhancement bonus, such as adamantine, does the item gain any extra hardness or hit points from that bonus?

You can sunder a magic item with any kind of weapon; you don't need something with an equal or higher enhancement bonus. Text to the contrary (found on page 222 of the *Dungeon Master's Guide*) is erroneous. A magic item gains +2 hardness and +10 hit points per point of enhancement bonus, as noted in the *Player's Handbook* (see page 165). Both of these corrections are noted in the *Dungeon Master's Guide* errata file.

A magic item gains extra hardness and hit points only for the enhancement bonus that it actually has, not for the effective enhancement bonus used to calculate its price. For example, a +1 flaming burst longsword costs as much as a +3 longsword. A +1 flaming burst longsword has hardness 12 and 15 hit points whereas a +3 longsword has hardness 16 and 35 hit points.

Magic items that have no enhancement bonuses—which is just about everything except weapons, shields, and armor—have no extra hardness or hit points. For example, a paper scroll has a hardness of 0 and 1 hit point, no matter how many spells it contains.

Adamantine itself doesn't provide a nonmagical enhancement bonus; an adamantine item is always a masterwork item, so an adamantine weapon gives you a +1 enhancement bonus on attack rolls. Masterwork items don't

have any extra hardness or hit points.

Are weapons made from cold iron resistant to spells that provide an enhancement bonus or a special ability, such as magic weapon or align weapon?

In a word, no. You have to pay extra to make cold iron magic items, but temporary effects such as the spells you name have their normal effects when used on cold iron items.

The descriptions of ghost touch weapons on pages 224 and 225 of the *Dungeon Master's Guide* says that a ghost touch weapon functions as either a corporeal or an incorporeal object, whichever is more beneficial to the wielder at the time. Does that mean that ghost touch weapons also ignore armor and natural armor bonuses to their target's AC in the hands of corporeal creatures?

No, it does not. Ghost touch weapons allow corporeal wielders to strike incorporeal targets (and manifested ghosts) with no miss chance. They also allow manifested ghosts to make normal attacks (not incorporeal touch attacks) against targets on the Material Plane. An incorporeal creature or manifested ghost can also pick up and move a ghost touch weapon and can carry it along when the creature moves through a solid object. It is the latter property that's being described in the text you're quoting.

When buying ammunition using the special materials from Chapter 7 in the *Dungeon Master's Guide*, is the cost given to upgrade a single piece, or do you get twenty pieces, as you do when buying nonmagic ammunition? For example, do twenty adamantine arrows cost 61 gp (twenty arrows for 1 + 60 gp for adamantine ammunition), or 1,201 gold pieces (twenty arrows for 1 +60 gp per arrow for adamantine ammunition)?

The ammunition prices for special materials are per piece. A single adamantine arrow costs 61 gp. Twenty such arrows would cost 1,220 gp (not 1,201 gp).

Does ammunition made with a special material, such as adamantine, break after use as with magical ammunition?

Yes, ammunition made from a special material breaks if it hits the target, and it has a 50% chance to break even if it misses the target. Mundane ammunition (neither magical nor made of a special material) has the same breakage chances.

Rings

I'm looking at the descriptions for the various command-activated magic rings in the *Dungeon Master's Guide*, and I can't find any mention of how long these powers actually last once activated. For example, how long do you blink when you activate a ring of blinking? How long can you turn spells when you activate a ring of spell turning? What happens if I activate a ring twice? Do the durations stack?

In the case of a ring (or any other item) that duplicates a spell effect, one activation functions for the same duration as the duplicated spell cast by a character of the ring's caster level. For example, when you activate a ring of blinking you will blink for up to 7 rounds since the ring's caster level is 7th. Since *blink* is a dismissible spell, you can use a standard action to deactivate the effect sooner if you like. In some cases, an item's description specifies a different duration for a spell effect. For example, when you activate a ring of spell turning, the ring turns the next nine levels of spell cast on you, no matter how long that takes.

If you activate an item again before a previous activation runs out, the two durations overlap, they do not stack. For example, if you activate a *ring of blinking* and blink for 3 rounds, then activate it again, you wind up blinking for 10 rounds in total. In the case of a *ring of spell turning*, a new activation would mean the ring would turn the next nine levels of spells cast on you after the second activation (any unused turning from the previous activation would be lost).

If you are playing a monstrous character with four arms, can you wear a magic ring on each hand, or are you still limited to two rings?

The limit is two rings per character, number of hands notwithstanding. Magic item locations aren't just about where items fit on the body, they also relate to how magic flows through the body.

The description of the *ring of sustenance* says the user gets all the benefits of 8 hours of sleep in 2 hours. How does this affect a bard, sorcerer, or wizard who wants to regain spells? Specifically, how does this interact with the casting limit rule in the *Player's Handbook*?

In the case of a *ring of sustenance*, "all the benefits of 8 hours of sleep" means the character sleeps for 2 hours and regains 1 hit point per level (see the rules for natural healing on Chapter 8 of the *Player's Handbook*). If the ring wearer is fatigued, 2 hours of sleep removes the fatigue.

A wizard must have 8 hours of rest before regaining spells. If the wizard doesn't have to sleep for some reason, she still requires 8 hours of rest to regain any spells (see Preparing Wizard Spells on page 177 of the *Player's Handbook*). A *ring of sustenance* doesn't change that.

A bard or sorcerer regains spells only once a day, and a *ring of sustenance* doesn't increase that.

A *ring of sustenance* also doesn't exempt the wearer from the casting limit rule. Whenever a spellcaster gets a new set of spells, any spell slot she used in the last 8 hours is not available. This rule has nothing to do with how much sleep the spellcaster gets; it reflects how long a spell slot must remain empty before the character can refill it. The ring doesn't make 8 hours pass, so it doesn't help the character refill the used spell slot.

Scrolls

If you aren't of the right level to read a scroll, you have to make a caster level check to actually use the scroll, right? If this fails, you have to make a DC 5 Wisdom check to avoid a mishap. What happens to the scroll if you fail both checks? Does the failure erase the scroll? What happens if you fail the caster level check, but make the Wisdom check? Is the writing on the scroll still there?

If you do not succeed in activating a scroll spell, the spell is not used up. If you suffer a mishap when you fail to cast the spell, however, you activate the scroll after a fashion and the scroll is wasted. You likewise lose the spell on the scroll if you fail any Concentration check you might have to make while using the scroll. You also lose the spell from the scroll or if you fail any arcane spell failure roll you might have to make when using the scroll.

Can you take 10 or take 20 when attempting to activate a scroll?

No. If you need to make a check to cast a spell from a scroll (see page 238 in the *Dungeon Master's Guide*), you

must make a caster level check to do so. You can never take 10 on a caster level check (see page 65 in the *Player's Handbook*). Since there is a chance for a mishap when you fail to activate a scroll, you can't take 20 on the check (also see page 65 in the *Player's Handbook*).

Staves

When you use a staff, you use your own relevant ability score and feats to determine the save DCs for the spells cast from the staff, and you can use your own caster level for those spells too, if it's higher than the staff's caster level. Does this mean you can apply metamagic feats you know to spells you cast from a staff?

You cannot use metamagic feats on spells you cast from a spell trigger item (wand or staff) or spell completion item (scroll). As the introductory text for staves on page 243 of the *Dungeon Master's Guide* says, your ability score and relevant feats determine the save DC for any spell you cast from a staff. From the core D&D books, "relevant feats" are Spell Focus and Greater Spell Focus. These feats apply to spells you cast from a staff, provided the staff spell is from the school to which you have applied the feats. Also as noted on page 243, the Spell Penetration and Greater Spell Penetration feats apply to spells you cast from a staff.

When you use a staff, you use your own relevant ability score and feats to determine the save DCs for the spells you cast from the staff, and you can use your own caster level for those spells too, if it's higher than the staff's caster level. So, suppose you're an archmage. Can you use the archmage's high arcane abilities, such as mastery of elements or mastery of shaping with a staff?

The only high arcane ability that works on a spell cast from a staff is spell power, which increases the archmage's caster level.

Wands

Can my cleric of Pelor activate a *wand of holy smite* if he doesn't have the Good domain? After all, it's on his deity's list of domain spells, so that's the same as being on my character's spell list, right?

Wrong. Your character's domain spells are indeed treated as being on your class spell list for the purpose of using wands, scrolls, and similar items, but that only applies for spells in domains that your character has actually chosen. If you haven't selected the domain as one of your two domains, the spells of that domain aren't considered on your spell list (unless they're already on your spell list from your class, such as aid, which is on all clerics' spell lists and not just the spell lists of clerics with the Good or Luck domain).

Wondrous Items

***Boccob's blessed book* allows a wizard to fill its 1,000 pages with spells without paying the 25 gp per page material cost. The *Player's Handbook* (page 179), however, says materials for writing the spell (special quills, inks, and other supplies) cost 100 gp per page. Which number is correct? Does it cost 25 gp or 100 gp per page to write a spell into a spellbook? Does *Boccob's blessed book* merely subtract 25 gp from the 100 gp per page cost? Also, can a wizard write a spell from any source she could otherwise copy? For example, suppose a wizard finds an arcane scroll with a spell that's on the wizard class list. Can the wizard copy that spell into a *Boccob's blessed book*? Could the wizard do the same thing with a wizard spell from another wizard's spellbook? Or is**

***Boccob's blessed book* only intended as a cheap way to back up spells from one's own spellbook? How long does it take to copy a spell into the book? Do you have to make any skill checks to copy the spell?**

The cost to write a spell into a spellbook is 100 gp per page (for materials) as noted in the *Player's Handbook*. Note that with the arrival of D&D 3.5, this cost is half what it used to be, because spells now require only one page in a spellbook per spell level (minimum one page), rather than two pages per spell level.

You can put any spell into a *Boccob's blessed book* that you normally could put in your regular spellbook. When you do so, you don't have to pay the 100 gp per page for materials. You still have to pay the cost for acquiring the spell (if any). For example you might buy a scroll to copy into the book, or you might borrow a spellbook from another wizard. When you obtain a scroll for the purposes of expanding your own spellbook, you pay the usual market price for the scroll, as noted in Chapter 7 of the *Dungeon Master's Guide*. If you borrow someone else's book, the usual price for each spell you copy is 50 gp per spell level. Also, you can research a new spell, see Chapter 2 in the *Dungeon Master's Guide*. Writing a spell into a *Boccob's blessed book* takes the same amount of time as writing it into a regular spellbook (24 hours), and the task requires the same Spellcraft check (DC 15 + spell level) you need to copy the spell into a regular spellbook (see page 179 in the *Player's Handbook*).

The description for the *glove of storing* in the *Dungeon Master's Guide* ends with two sentences that have given me some trouble. The first says spell durations on items stored in the glove "continue to expire." What does that mean? Suppose I'm a 3rd-level wizard and I cast a *magic weapon* spell on a sword, then store the sword in the glove. Two weeks later, I retrieve the weapon from the glove. Is the weapon still under the effect of the spell, or has the spell long since expired? The final sentence is even more puzzling. It says that when an effect is suppressed or dispelled, the stored item reappears instantly. What does that mean? The stored item reappears when what effect is suppressed or dispelled? What happens if I've got my hands full when the stored item reappears?

Although an item stored in a *glove of storing* is held in stasis, that stasis does not apply to any spells or other magical effects placed on the stored item. The spell or effect's duration continues to run as normal and it expires at the normal time. The 3rd-level wizard in your example casts a *magic weapon* spell that lasts 3 minutes. This duration is not extended if someone puts the weapon that has received the spell into the glove, even though the weapon is otherwise held in stasis. When you pull the weapon out of the glove after two weeks, the *magic weapon* spell effect is long gone.

The final sentence in the item description refers to the glove itself. If the glove's magic is dispelled or suppressed, any item stored in the glove pops out. In your example, if *dispel magic* is used against the glove, the sword stored in the glove pops out if the spell succeeds. Because the glove is a permanent magic item, the dispel effect is only temporary (see the *dispel magic* spell description), and you can place the item back in the glove when it recovers from the effect. The same effect would occur if you take the glove into an *antimagic field*.

Most magic storage items use extradimensional space (such as a *bag of holding*). When the magic on such an item is dispelled or suppressed, access to the item's interior is closed

off, and you cannot deposit or retrieve anything in the magic storage item until the suppression ends. A *glove of storing* works differently. When its magic is dispelled or suppressed, an item stored inside pops out into your hand, just as if you recalled the item yourself. If you're already holding an item in that hand, you must either drop the stored item as it reappears or drop the item you're holding so you can hold the stored item. In some cases, your DM may decide you can hold both items at the same time, in which case you don't have to drop anything.

Do ability enhancing items (such as the *headband of intellect*, *cloak of charisma*, and *periapt of wisdom*) grant bonus spells to the appropriate spellcasters? The spells these items are based on would seem to prohibit it, but the only things specifically addressed in the item descriptions are skill points.

Yes, you can get extra bonus spells if you have an item that increases the ability score that governs your spellcasting. To get the extra bonus spells, you must wear the item while resting to regain spells and all through your initial daily preparations for spellcasting. (Even characters who don't prepare spells need to meditate a little while at the beginning of the day; see Daily Readying of spells under the Sorcerers and bards section of Chapter 10 in the *Player's Handbook*.)

If you lose the item, you immediately lose the bonus spell slots the item gave you, starting with any uncast spells you have of the appropriate levels.

Creating Items

I'm unclear about the exact cost of adding enhancements to a cold iron weapon. Page 284 in the *Dungeon Master's Guide* says any magical enhancements to a cold iron item cost an additional 2,000 gp. I am unclear as to whether this is a one-time cost or if it applies to each enhancement. For example, would a +1 *cold iron frost longsword* cost the same as a +2 *cold iron longsword* (10,330 gp) since both are "+2" weapons, or would it cost 12,330 gp (2,000 extra for the +1 enhancement, and 2,000 extra for the frost enhancement)? Also, is the extra cost (whatever it might be) added to the magic item's base (so that it takes longer to make a cold iron item), or just to the total price?

You pay +2,000 gp each time you enhance the item, not for each magical property. When you first create the item, you add +2,000 gp on top of the cost of all other enhancements you add to the weapon, and that 2,000 gp increases only the item's market price. So your example +1 *cold iron frost longsword* would have a market price of 10,330 gp (30+300+8,000+2,000). The cost to create the sword would be 6,330 gp (30+300+4,000+2,000) and 320 XP (1/25th of the 8,000 gp cost for the enhancements). The sword would take 8 days to make (the 8,000 gp divided by 1,000).

If you later went back and added another +1 enhancement, you'd have to pay the extra 2,000 gp again.

If I buy a +2 *cold iron longsword*, it costs 10,330 gp (30 gp + 300 gp + 8,000 gp + 2,000 gp). I also buy a +1 *cold iron longsword* and it costs 4,330 gp (30 gp + 300 gp + 2,000 gp + 2,000 gp). Now, if I have someone upgrade the second sword to make it match the first, it costs 8,000 gp more (6,000 gp + 2,000 gp), bringing its total value to 12,330 gp (4,330 gp + 8,000 gp). It's the same product, but with two different market values.

When setting the market value for any magic cold iron weapon, use the most efficient creation method. The two

example swords have the same market value of 10,330 gp, but the second sword costs an extra 2,000 gp to make and the seller realizes that much less profit. One cannot simply pass along the cost of inefficient manufacturing to customers (even though in the real world it sometimes seems that way).

Combat

Does a shield bonus granted by a force effect protect against incorporeal touch attacks the way an armor bonus granted by a force effect will?

Yes, a force effect, such as a *shield* spell, that provides a shield bonus is also effective against incorporeal touch attacks.

Armor bonuses and shield bonuses both very specifically say they do not apply against touch attacks, except for force effects, which apply against incorporeal touch attacks. This implies that even force effects that grant an armor or shield bonus do not apply against regular touch attacks. Is that so? If so, why? If a *mage armor* spell can make it harder for a spectre to lay a hand on you, why wouldn't it also make it harder for a hobgoblin to lay a hand on you?

A spectre doesn't "lay a hand on you"—it slams you, and the blow goes right through your armor (and through your shield if you have one). An incorporeal touch attack is so named only to remind you that (most) armor and shields do not apply. A touch attack and an incorporeal touch attack are not the same thing. If they were, they wouldn't have different names.

An armor or shield bonus from a force effect applies against an incorporeal touch attack because the attack can't pass through the force armor or shield as it can through an object. An armor or shield bonus doesn't stop a regular touch effect, because touching it is the same as touching you (just as it is for any other kind of shield or armor you personally use).

Exactly when can a character make a Reflex saving throw? The saving throw section on the *Player's Handbook* says Reflex saves depend on a character's ability to dodge out of the way. Does that mean you can't make Reflex saves if you can't move?

A character can attempt a Reflex save anytime she is subjected to an effect that allows a Reflex save. A Reflex save usually involves some dodging, but a Reflex save is not completely dependent on a character's ability to move around. It also can depend on luck, variations in the effect that makes the save necessary in the first place, and a host of other miraculous factors that keep heroic characters in the D&D game from meeting an untimely fate.

In most cases, you make Reflex saves normally, no matter how bad your circumstances are, but there are a few conditions that interfere with Reflex saves:

- If you've suffered Dexterity damage or Dexterity drain, you must use your current, lower Dexterity modifier for your Reflex saves.
- If you're cowering, you lose your Dexterity bonus (if any). The maximum Dexterity bonus you can have while cowering is +0, and that affects your Reflex saves accordingly.
- If you're dead, you become an object. Unattended objects can't make saving throws.
- If you're entangled, your effective Dexterity score drops by -4, and you must use your lower Dexterity modifier for Reflex saves.
- If you're exhausted, your effective Strength and Dexterity scores drop by -6, and you must use your lower Dexterity modifier for Reflex saves.
- If you're fatigued, your effective Strength and

Dexterity scores drop by -2, and you must use your lower Dexterity modifier for Reflex saves.

- If you're frightened or panicked, you have a -2 penalty on all saving throws, including Reflex saving throws.
- If you're helpless, your Dexterity score is effectively 0. You still can make Reflex saves, but your Dexterity modifier is -5. You're helpless whenever you are paralyzed, unconscious, or asleep.

Will a reach weapon (or natural reach) allow you to make an attack of opportunity against a foe using the Spring Attack or Ride-By Attack feats against you? Don't you always get an attack of opportunity against a foe that moves in to make a melee attack against you when you have greater reach than that foe? What about a 5-foot step? If you have greater reach than your foe, won't you get an attack of opportunity against a foe that uses a 5-foot step to get close enough to attack you?

Having superior reach allows a creature to threaten more squares, but it doesn't allow that creature to make attacks of opportunity when it otherwise could not.

When you use either Spring Attack or Ride-By Attack, your movement does not provoke attacks of opportunity from the foe you attack using the feat. (The benefit from Ride-By Attack also extends to the mount.) Indeed, one of the main purposes of both of these feats is to allow you to close with foes that outreach you without getting smacked with an attack of opportunity. Remember, however, that neither feat prevents attacks of opportunity from creatures that you're not attacking.

A 5-foot step provokes no attack of opportunity from anyone if that step is your only movement for the round, no matter how much reach those foes have. Again, one of the reasons the 5-foot step rule exists is to allow a slow, safe approach to foes that outreach you.

Just when do so-called full-round actions take place? Does a sorcerer's heightened spell (or any other spell with a metamagic feat applied) go off on the sorcerer's turn, or not until just before the sorcerer's action on the following turn? What about other full-round actions? The coup de grace has generated a lot of problems in our campaign. When is this action finished? If it's not over until just before the attacker's next action, can the target's friends save her, perhaps by getting in the way or dragging her out of reach?

Any full-round action takes place entirely during the acting character's turn. That is, the action begins and ends during the acting character's turn in the initiative order. Though taking a full-round action leaves you no time to move (except, possibly, a 5-foot step) it does not continue into the next round in the same way a spell with a casting time of 1 round does. A full-round action is quicker than a 1-round casting time.

Delivering a coup de grace requires a full-round action, not 1 round. The coup de grace is delivered during the attacker's turn, and the target's allies can do little about it except to drag the target out of reach before the attacker can act (this requires the allies to act before the attacker does during the current round), or fell the attacker with the attacks of opportunity the attacker triggers when delivering the coup de grace (this requires the allies to be in position to threaten the attacker). Since attacks of opportunity are resolved before the action that

triggers them, they can prevent a coup de grace if they drop the attacker. Also, a helpless character's allies could ready an action to attack anyone that tries to hurt the helpless ally, but since doing so requires the ready action, they're usually better off dragging their helpless ally to a place of safety.

If you have more than one attack, can you attack one foe, take a 5-foot step, and make another attack against a different foe (assuming of course, that you didn't otherwise move during your turn)?

Yes, you can take a 5-foot step before, after, or during your full attack action (provided that you don't take any other movement during the round).

When you normally get to make more than one attack a round, and you are wielding two weapons, do you get to add your full base attack bonus on one attack or both? Would a 6th-level fighter count the +6 base attack bonus for the first attack and the +1 for the second? Would you get +6 on both the first two attacks and a +1 on the third and fourth?

Your full base attack bonus applies on the first attack you make with each hand. In the case of a 6th-level fighter wielding two weapons, he uses his full +6 base attack bonus on the first attack with his primary hand and on the first attack with his off hand. His second attack with his primary hand has a base attack bonus of +1, and if he has a second attack with his off hand (for example, if he has Improved Two-Weapon Fighting), it also has a base attack bonus of +1.

I have a 14th-level fighter with a 16 Strength and 19 Dexterity, who fights with two rapiers. He also has Greater Two-Weapon Fighting, Greater Weapon Focus (rapier), Greater Weapon Specialization (rapier), Weapon Finesse, and all the necessary prerequisite feats. His base attack bonus is +14/+9/+4, and with Weapon Finesse and Greater Weapon Focus, his attack bonuses jump to +20/+15/+10.

His off hand attacks are made with his best attack bonus (+20). The first off-hand attack is +18 (off-hand weapon is light). His second off-hand attack, from Improved Two-Weapon Fighting, is at a -5 penalty, and his third attack from Greater Two-Weapon Fighting is at -10.

Are those two attacks at a +15 and +10? Are the penalties reduced by 2 because a rapier is a light weapon, making them +17 and +12? I'm not sure if the negatives are final in the feat descriptions or if light weapons still need to be taken into account when calculating these attacks. I suspect that my two remaining primary attacks suffer a -2 penalty, for a total of +13 and +8.

First of all, a rapier is not a light weapon. It is a one-handed weapon, as described on Table 7-5: Weapons, on page 116 of the *Player's Handbook*. A rapier is treated as a light weapon only to allow you to apply your Dexterity modifier on attack rolls when using the Weapon Finesse feat (*Player's Handbook*, page 102). Thus, a character wielding two rapiers is wielding two one-handed weapons, and suffers a -4 penalty on attack rolls with both his primary hand and his off hand (see Table 8-10: Two-Weapon Fighting Penalties, *Player's Handbook*, page 160).

Your character's total attack bonus (not including any enhancement bonuses from the weapons or other effects) is +16 (+14 [base attack bonus] +4 [Dex] +2 [Greater Weapon Focus] -4 [fighting with two weapons]). Both rapiers use this same attack modifier for the first attack made as part of a full attack. The second attack made with each rapier is at 5 less (+11), and

the third attack made with each rapier is at 10 less (+6). To put it another way:

Primary hand's rapier: +16/+11/+6.

Off hand's rapier: +16/+11/+6.

My character has 18 Strength and wields a two-bladed sword. When I make only a single attack with it, how much of my Strength bonus can I add to the damage? Does it matter which end I swing with?

When you make only a single attack with a double weapon, the weapon is treated as a two-handed weapon. Thus, you'd add 1-1/2 times your Strength bonus (in this case, +6). If you used Power Attack on this attack, you'd add double the value of the penalty you applied to your attack roll (+2 damage per -1 on attack). It doesn't matter which end you swing with.

My DM thinks that if you have four attacks in a round, and you're using the full attack action, you have to designate all your targets at the beginning of the round, and that you can't switch your targets once you start rolling your attacks. I think you choose the target for any attack after you have seen the effect of your last attack. Please help us.

Well, your DM is always right, but the rules are on your side. You pick a target for each of your attacks as you make the attacks, not at the beginning of your turn; see the description of the full attack action in Chapter 8 of the *Player's Handbook*.

Total cover prevents any attack against you. You can use a tower shield to get total cover if you give up all your attacks. What does "give up all your attacks" mean? Can you move while getting total cover from the shield? Can you cast a spell? Also, do you get total cover from all directions or from just one side of your square? Will the total cover from a tower shield negate spell effects? Will it negate attacks of opportunity from movement or from other actions such as spellcasting? Will it prevent charge attacks against you? What about bull rush attacks? Can it prevent grapple attacks or snatch attacks? Will it stop fear effects, gaze attacks, or clouds of poison gas? Will it defeat traps?

To claim total cover from a tower shield, you must use a standard action. The tower shield rules don't say that, but that's what they mean. Since you can only take one standard action each round, you cannot also attack, cast a spell, activate a magic item (except for some use-activated items), use a special ability, use total defense, or start or complete a full-round action during the same round you claim total cover from the shield. You can, however, take a move action before or after you claim cover from the shield.

Like other kinds of cover, the shield has to have a location relative to you on the battlefield. When you use the shield for cover, choose one edge of your space (not a corner). You have total cover against any attack's line of effect that passes through that side of your space. If an attack's line of effect goes through the corner of the side of your space that the shield blocks, you get cover from the shield (+4 AC, +2 on Reflex saves) instead of total cover. If an attack's line of effect passes through a side of your space that the shield does not block, you get no cover from the shield at all. To determine where the line of effect enters your space, draw a line from the attacker's center to your center. Or, in the case of a magical effect, from the effect's point of origin and your center.

Once you claim cover from the shield, the shield keeps

blocking the side of your space that you chose until the beginning of your next turn, when you can again decide whether you'll use the shield for cover. Once you choose the side of your space that the shield blocks, you cannot change it until your next turn.

You continue to threaten the area around you while you use the shield for cover; however, it provides your opponents with the same benefits you get. You cannot make attacks through the side of your space that the shield blocks, and should you attack through the corners of that space, your foe gets cover against your attack. Since cover of any kind prevents attacks of opportunity (see page 151 in the *Player's Handbook*), the shield keeps you from making attacks of opportunity in a pretty wide swath.

Total cover or cover from a tower shield has the following effects in different situations:

- **Magical Attacks:** A tower shield's effects on magical attacks depend on the kind of magical attack. Any attack aimed at your equipment is aimed at you. If a magical attack has you as a specific target (that is it does not merely affect the area that contains you but is aimed right at you), the shield has no effect. All rays fall into this category, as does any spell that has a Target entry in its header and any spell that has an Effect entry and affects creatures (provided, of course, that the attacker can and does choose the shield user as a target). Magical attacks that fill areas (bursts, cones, cylinders, lines, emanations, and spreads) are subject to all the rules for cover on page 151 of the *Player's Handbook*. Such attacks are completely blocked if line of effect between you and the attack's point of origin passes through the side of your space the shield blocks. You get cover (+4 AC, +2 on Reflex saves) if the magical attack's line of effect passes through the corner of the blocked side. Spread effects reach around the shield if they normally would extend into your space, but you still get a Reflex save bonus for cover when they do. A gaze attack is blocked if the shield would give you total cover against attacks from the creature with the gaze attack. If the shield gives you cover only, you're still subject to the gaze attack (although you could avert or close your eyes to avoid the attack).
- **Attacks of Opportunity:** As noted earlier, cover or total cover prevents attacks of opportunity. So you could, for example, hunker down behind a tower shield and pick up a weapon or rummage around in a backpack and avoid attacks of opportunity against you. If you're moving while using the shield for cover, things get a little more complicated. You must determine whether the shield gives you cover (or total cover) at the point during your movement when you'd normally provoke an attack of opportunity. Remember that attacks of opportunity are usually resolved before the actions that provoke them. In many cases, the shield won't be positioned correctly to protect you during your whole move.
- **Charging and Bull Rushing:** Opponents can charge you while you claim cover from the shield. An opponent moves as normal when charging you, moving to the closest square from which a melee attack normally would be possible. If the shield gives you total cover from the attack, the attack

automatically fails. Foes can bull rush you normally, moving right into your space in spite of the shield. You normally get an attack of opportunity against someone entering your space, but not if the shield gives your foe cover or total cover.

- **Grapple and Snatch Attacks:** Total cover from a tower shield blocks such attacks (the foe just can't get hold of you). The foe could, however, grab the shield. Conduct such attacks just like any other grapple or snatch attack. Your foe can't damage you unless he pins you first. You can escape the foe's hold simply by dropping the shield (a standard action since it's strapped to your arm), so long as the foe has not pinned you.
- **Traps:** Cover or total cover from a tower shield is just as effective against a trap as it is against any other attack.

Given that being prone means you are lying on the ground (*Player's Handbook*, page 311), who can be prone? Can oozes be prone? What about creatures with no limbs like snakes? What about incorporeal creatures?

Anybody can be "prone." Creatures that use limbs for locomotion can use a free action to drop prone and must use a move action to stand up again. Something with no motive limbs, such as a snake, can go prone or "stand up" as a free action. Such creatures might want to become prone to gain an Armor Class bonus against ranged attacks. (Although giving something like a gelatinous cube that option defies common sense and should not be allowed.) Officially, there's an attack of opportunity any time a creature stands up. The Sage, however, heartily recommends no attack of opportunity when a snake or similar creature "stands up."

Being tripped makes you prone. Who can be tripped? Beholders? Gelatinous cubes? What effect does tripping have on these creatures? Can a prone character be tripped again? What about flying and swimming creatures? Many creatures have neither legs nor any relationship to the ground or gravity. How does tripping affect them?

Anything using limbs for locomotion can be tripped. Things that don't need limbs for locomotion can't be tripped. You can't trip a snake, a beholder, or a gelatinous cube. You won't find this in the rules, but then it really doesn't need to be in there—the rules can leave some things to the DM's common sense.

A creature flying with wings can be "tripped," in which case the creature stalls (see Tactical Aerial Movement on page 20 of the *Dungeon Master's Guide*). You can't make an incorporeal creature fall down. You also can't trip a prone creature.

Creatures can't be tripped when they're swimming (the water holds them up). Likewise, a burrowing creature is driving its body through a fairly solid medium that serves to hold it up.

When a character gets up from prone, when does the attack of opportunity take place? When he is still prone? When he is standing? Can the attacker choose when to attack? In one case, the attacker can get a +4 bonus to hit. In the other, he can make another trip attack.

All attacks of opportunity happen before the actions that trigger them (see Chapter 8 in the *Player's Handbook*). When you make an attack of opportunity against someone who's

getting up, your target is effectively prone, and therefore cannot be tripped. You could ready an action to trip a prone foe after he gets up, however.

Can prone characters move? The rules on crawling would obviously apply here, but this question also includes things like limbless creatures and oozes. Can a creature tumble while prone? Can he tumble to get out of the threatened area? How fast would he move? You can tumble as part of normal movement. What is a “normal move” anyway?

If a creature has no motive limbs, you move at your normal speed when prone, otherwise you must crawl or tumble. There’s no game definition of the term “normal move” but the rules use it as shorthand for using a move action to travel up to your speed (as opposed to using a skill such as Climb or Swim). Crawling isn’t “normal movement,” but tumbling is the art of moving with acrobatic skill, and there’s no reason why a prone tumbler couldn’t artfully roll away from a foe.

Is there any way to avoid the attack of opportunity provoked by standing up? *Oriental Adventures* and the *Epic Level Handbook* both say that you can stand from prone as a free action with a DC 35 Tumble check. However, they make no mention of avoiding attacks of opportunity since standing did not provoke attacks of opportunity when those rules were written. Free actions don’t provoke attacks of opportunity, do they?

Anyone who has seen a Jackie Chan movie knows that one can spring to one’s feet quickly without making yourself too vulnerable to attacks. With a DC 35 Tumble check, you can stand up from prone as a free action without provoking attacks of opportunity.

The game currently includes no defined free actions that provoke attacks of opportunity; however, not provoking attacks of opportunity is not a general feature of free actions. It’s conceivable that there could be a free action that does provoke attacks of opportunity (although the Sage can’t think of one that would right now).

What happens if you attempt a coup de grace with a weapon that deals nonlethal damage, such as a sap or a weapon with the merciful property? Is the coup de grace still automatically a critical hit? Is the target required to make a Fortitude save? If so, what’s the DC, and what happens if the target fails? What happens if you use a normally lethal weapon to deal nonlethal damage as a coup de grace?

This question takes us beyond the rules. You could rule that you cannot deliver a coup de grace with nonlethal damage, but if you want rules for using nonlethal damage in such an attack, try these:

When you attempt a coup de grace with a weapon that deals nonlethal damage, you automatically hit and inflict a critical hit. Note that you cannot deliver a coup de grace to a creature that is immune to critical hits. Calculate the nonlethal damage from the resulting critical hit just as you would normally. If the nonlethal damage isn’t sufficient to render the subject unconscious (see page 153 in the *Player’s Handbook*), the subject should make a Fortitude save (DC of 10 + the nonlethal damage dealt). If the save fails, the subject is rendered unconscious. The subject immediately suffers enough nonlethal damage to make his current nonlethal damage total equal to his current hit points +10. For example, you perform a

nonlethal coup de grace on a helpless groll that currently has 12 hit points. You hit the groll and deal 10 points of nonlethal damage, not enough to knock out the groll. The groll, however, must make a DC 20 Fortitude save. If the groll fails the save, its nonlethal damage total immediately rises to 22 (current hit points +10), and it falls unconscious. This is roughly the equivalent of being killed when you fail your saving throw against a lethal coup de grace, since death occurs at –10 hit points.

If a creature has 0 reach, it must enter an enemy’s square to attack that enemy, correct? If the creature enters the enemy’s square, does it now threaten the enemy? Is it possible for the creature to flank the enemy? If so, where would an ally need to be positioned in order to flank the enemy?

If you’re armed and you’re in a position to make a melee attack against a foe, you threaten that foe (see Threatened Squares under the Attacks of Opportunity section in Chapter 8 of the *Player’s Handbook*). To be armed you must wield a weapon or have natural weaponry. If your reach is 0, you can threaten foes in the same square with you only.

A creature with a reach of 0 cannot flank an opponent (see Flanking in Chapter 8 of the *Player’s Handbook*). Such a creature can neither gain a flanking bonus from an ally nor grant a flanking bonus to an ally, not even when two or more of them enter the same foe’s square and attack.

When grappling, the order of events is as follows: starting the grapple (the “grab”), then grappling, then pinning, right? How many of these can you do in a round? Can you, in one attack, go all the way to pinned or is it based on the number of attacks you have?

It’s the latter. You can grab someone and establish a hold with one attack, but pinning an opponent is an option only when you can make an attack and you already have a foe in your grasp (see If You’re Grappling in Chapter 8 of the *Player’s Handbook*). To grab and pin someone in one turn, you have to have at least two attacks available that turn.

Can you always use Escape Artist instead of a Strength check when you’re grappling, or is this only for escaping a grapple?

You don’t make a Strength check when grappling; you make a grapple check, which is like a melee attack roll. (See Grapple Checks in Chapter 8 of the *Player’s Handbook*).

If a foe has grappled or pinned you, you can make an Escape Artist check to escape the grapple or break the pin. You cannot use an Escape Artist check for anything other than escape. That is, you can’t use an Escape Artist check to establish a hold, damage your opponent, draw a light weapon, move, establish a pin, use the opponent’s weapon, or even to oppose your foe’s grapple check when the foe is trying to do any of those things to you.

If a creature with reach, such as an assassin vine, grapples you, it then pulls you into its space. Does this move happen all at once or is there a limit to how far you are pulled in a round?

When an attacker grapples, it is the attacker who must move into the defender’s space, not the other way around. If you can reach a foe and you establish a hold, you move into the foe’s space as part of the grapple attack; this movement is free and doesn’t count against your movement for the turn (see

Starting a Grapple in Chapter 8 of the *Player's Handbook*).

A monster with the Improved Grab special attack, such as an assassin vine, pulls the foe into its own space rather than moving into the foe's space (see the Improved Grab entry in the *Monster Manual* glossary). This is also part of the attack and does not count as part of the attacker's or defender's movement.

What are the rules for mounted charges? Do characters on mounts need only a 10-foot straight path when charging? Or do they need more room?

The rules for mounted charges are the same as for other charges. You must move before your attack, not after, and you must move at least 10 feet (2 squares) on your mount and you may move up to double your mount's speed directly toward the designated opponent. This applies no matter how big you or your mount is. A riding dog and an elephant both need 10 feet of movement to perform a charge.

When you make a mounted charge, must you stop once you are in melee range of your target? Or do you continue past the opponent?

If you don't have the Ride-By Attack feat, your movement for the turn you perform a charge ends when you attack. You must make the attack as soon you can.

How many times can a mounted character charge in a combat situation? Can a mounted character charge an opponent that is engaged in melee with another party member?

Generally, a mounted character can charge once a round, just as any other character can. You can indeed charge a foe engaged in melee with an ally, provided you can meet all the requirements for charging (see page 154 of the *Player's Handbook*).

Any character making a charge must meet all the requirements for making a charge: all movement for the round must be directly toward the designated target, nothing should block or slow that movement. You cannot charge through another creature (except a helpless creature), even though moving through an ally's space doesn't slow you down.

Is sunder a special standard action or is it a melee attack variant? It has its own entry on the actions table, but the text describing it refers to it as a melee attack. Is sunder a melee attack only in the sense of hitting something with a melee weapon, or is sunder a true melee attack?

Sunder is a special kind of melee attack. If it were a special standard action, its description would say so (as the descriptive text for the Manyshot feat says).

If you make a full attack, and you have multiple attacks from a high base attack bonus, you can sunder more than once, or attack and sunder, or some other combination of attacking and sundering.

Sunder does indeed get its own entry in Table 8-2: Actions in Combat in the *Player's Handbook*. It needs one because unlike a regular melee attack, sunder provokes an attack of opportunity (although not if you have the Improved Sunder feat).

You can also disarm, grapple, or trip as a melee attack (or attack of opportunity).

In a combat, Bob the fighter is unconscious from wounds, and Grog the orc moves into Bob's square. A

friendly cleric heals Bob so that Bob regains consciousness. So the orc and prone Bob are now occupying the same square. Now what happens? The rules say that Bob and Grog can't be in the same square, right? So, what happens? Is Grog somehow prevented from entering Bob's square? Does Grog have to leave when Bob wakes up?

You can enter another creature's square and even stop there if the creature is helpless, or if that creature is much bigger or smaller than you are (see Moving Through a Square in Chapter 8 of the *Player's Handbook*).

It's best to assume that Bob is prone (there's no rule that says you're prone when you lose consciousness, but common sense demands that it be so), and that he can remain in Grog's square so long as he remains prone. If he gets up, he must leave Grog's square first, which provokes an attack of opportunity from Grog.

Earlier, you talked about Bob the fighter, who was unconscious and later woke up, prone, to find Grog the orc standing in his space. You said Bob has to stay prone so long as he remained in Grog's space, and that Bob would provoke an attack of opportunity upon leaving that space. Suppose Bob made a grapple attack on Grog? He can grapple Grog, can't he? Bob would be at a negative for being prone but would not provoke an attack of opportunity, would he? Assuming Bob establishes a hold on Grog, how long does the prone penalty last?

Sure, Bob can grapple Grog. Bob's initial grab attack provokes an attack of opportunity from Grog unless Bob has the Improved Grapple feat or some other circumstance prevents Grog from threatening Bob. (For example, Grog would not threaten Bob if Grog were wielding a reach weapon.) If Grog deals damage to Bob with an attack of opportunity, Bob's grapple attempt is over.

If Grog doesn't damage Bob, Bob's initial touch attack would suffer a -4 penalty for being prone. If the grab succeeds, Bob is still prone and still suffers the -4 penalty for being prone for the ensuing opposed grapple check. (Some DMs I know would give Bob an offsetting bonus for being able to wrap himself around Grog's ankles, but I don't recommend doing so; it's pretty easy to kick loose from somebody lying on the ground when you're standing up).

If Bob gets a hold on Grog, he normally would have to move into Grog's space to maintain the hold. This movement would provoke attacks of opportunity from foes that threaten Bob. However, Bob is in Grog's space already, so he doesn't have to move to maintain the hold, and he is spared attacks of opportunity from Grog's allies.

You can move when grappling (see page 156 in the *Player's Handbook*). Normally you drag foes along with you when you move during grappling, but there's no reason why Bob can't just use a move action to stand up in Grog's space once he has hold of Grog. Bob has to win an opposed grapple check against Grog (still at -4 for being prone) to stand up. This doesn't provoke an attack of opportunity from Grog (who doesn't threaten Bob or anyone else while grappling), but it does from Grog's allies if they threaten Bob (see page 143 in the *Player's Handbook*). Once on his feet, Bob can keep grappling without the prone penalty, or just let Grog go. If Bob lets go, he can leave Grog's space with a 5-foot step and not provoke any attacks of opportunity. (Getting up is a move action, but its not "movement" for purposes of taking a 5-foot step because Bob isn't actually moving any distance, see page 144 in the *Player's Handbook*).

Suppose a fighter and an archer go at the same initiative. The archer is not in an adjacent square but only one square over. The fighter is not using a reach weapon. Assuming the archer plans to use a full attack action (and doesn't use a 5-foot step), and since they have the same initiative, could the fighter move his 5-foot step (toward the archer) as the archer is firing and get an attack of opportunity?

The question is moot, because two characters never have the same initiative. If two characters tie with their initiative rolls, you must break the tie before starting the combat (see Initiative in Chapter 8 of the *Player's Handbook*).

The fighter could use the ready or delay special initiative actions to act at about the same time as the archer. In the case of the ready action, the fighter could ready an attack against the archer when the archer shoots. When the archer shoots, the readied action is triggered. The fighter acts before the archer shoots (readied actions are resolved prior to the actions that trigger them, see the ready description in Chapter 8 of the *Player's Handbook*). Assuming that the fighter has not previously moved this round, he could make a 5-foot step and then attack the archer. Since the fighter now threatens the archer, the fighter can make an attack of opportunity against the archer when the archer fires, provided the archer does not use a 5-foot step to get out of reach first.

If the fighter was delaying, the action would be resolved in the same way, provided the fighter chose to act before the archer. If the delaying fighter acts after the archer, the fighter won't get any attack of opportunity against the archer (this turn, at least).

Spells

Within the spell section, you can find general spell questions as well as questions alphabetized by a specific spell highlighted by the question and answer.

General Spell Questions

For a good cleric, what kind of action is it to spontaneously convert a prepared spell into a cure spell?

It's not an action at all. It's part of casting the spell (and thus part of the action you use to cast the spell). Evil clerics spontaneously casting *inflict* spells use the same rule.

You can apply a metamagic feat to a spontaneous spell, but when you do so, the spell takes at least a full-round action to cast (or an extra full-round action of the spell normally has a casting time); see Spontaneous Casting and Metamagic Feats in Chapter 5 of the *Player's Handbook*.

How many times in a day can a priest have his or her spells replenished? I have a player who cites the *Player's Handbook* as saying that the priest need meditate for only 1 hour to regain his spells. Please shed some light on this if you can.

A cleric (or other divine spellcaster) regains spells once a day. This requires 1 hour of meditation at the correct time of day (which can vary depending of the character and his deity). See Preparing Divine Spells in Chapter 10 of the *Player's Handbook*.

How does a favored soul or other spontaneous divine spellcaster ready his spells for the day?

Favored souls, shugenjas, spirit shamans, and other purely spontaneous divine spellcasters ready spells each day just as sorcerers do, and they require 8 hours of rest beforehand and 15 minutes of concentration.

Many animated objects have hardness scores. What affect, if any, will an animated object's hardness have on spells used against the animated object? For example, an animated wooden table would have hardness 5, right? How would that hardness affect spells such as *fireball*, *lightning bolt*, *Melf's acid arrow*, *ray of frost*, and *magic missile*?

If the spell in question has an energy descriptor, hardness affects the attack as noted in the rules for damaging inanimate objects (see page 165 in the *Player's Handbook*); here's a summary:

- Acid and sonic attacks ignore hardness. *Melf's acid arrow* has the acid descriptor and would ignore an animated object's hardness.
- Hardness applies to electricity and fire attacks. These attacks deal half damage to inanimate objects, but animated objects are creatures and they take full damage (less the effect of the hardness). You would subtract 5 points for hardness from whatever damage a *fireball* or *lightning bolt* spell deals to the animated table in your example. Reduce the damage for a successful saving throw before you apply hardness.
- Hardness also applies to cold damage. Cold attacks deal one-quarter damage to inanimate objects, but again, an animated object takes full damage less the effect of the hardness. You would subtract 5 points of damage for hardness from whatever damage a *ray of frost* spell deals to the animated table in your example. Since *ray of frost* deals only 1d3 points of damage, it will prove ineffective against the animated table unless you

somehow increase the damage the spell deals.

- Force effects ignore hardness. A *magic missile* spell is a force effect that normally cannot be aimed at an object. Because an animate object is a creature, however, it can affect the animated table in the example.

Several spells, such as *scorching ray* and *meteor swarm*, require the user to make multiple ranged touch attacks. Does the caster have to use the full attack action to use all the ranged touch attacks these spells allow? If so, how does this work? Does the caster have to hold the charge (like a touch spell) and then use the full attack action later? Also what attack bonus does the caster use? Can the caster use his full attack bonus for each ranged touch attack, or does the caster's attack bonus decrease by 5 for each attack? What happens if the caster uses the Quicken Spell feat and casts the spell as a free action? What attack bonus does he use then? How many ranged touch attacks can he make? Do the caster's other actions during the rest of the round affect his attack bonus when using the spell?

Both of the example spells have a casting time of 1 standard action and an instantaneous duration. The caster uses the cast a spell action (a standard action), and makes all the ranged touch attacks the spell allows as part of that standard action (not as part of the attack or full attack action); making these attacks is not an action at all.

The caster uses his full attack bonus for all the ranged touch attacks from either example spell. Any other spells that allow multiple ranged touch attacks work the same way unless their descriptions specifically say otherwise.

Casting a quickened version of either example spell works exactly the same way (although you'd have to be an epic-level character to cast a quickened *meteor swarm*); the caster makes all the ranged touch attacks the spell allows as part of the free action he used to cast the spell. The caster generally uses his full attack bonus for each ranged touch attack. Any other attacks the caster might make during the same round as the quickened spell have no effect on the caster's attack bonus for the ranged touch attacks; however, if the caster does something that gives him an attack penalty on all his attack rolls until his next turn, such as fighting defensively, that attack penalty also applies to his ranged touch attacks from the quickened spell.

The rules for targeted spells say you have to be able to see your target. Does this mean that you can use a mirror to look around a corner and fire such a spell at a target you see in a mirror? For example, can you use a mirror to shoot a magic missile around a corner at your target?

No. First, you must see (or touch) your target to use a targeted spell. Seeing an image of your target doesn't suffice. Second, you must have line of effect to your target (that's true for just about every spell), and you don't have line of effect through (or around) a corner. If you want to aim a targeted spell around a corner, you'll have to peek around the corner at least a little bit. You still can claim cover from the corner, however.

Specific Spells

The description for the *antimagic field* spell says that it negates supernatural abilities but not extraordinary abilities. The description for the damage reduction special quality in the *Monster Manual* glossary says damage reduction can be either supernatural or extraordinary, but

it doesn't say which monsters have which kind. Suppose my fighter/wizard casts *antimagic field* on herself and attacks a pit fiend. The pit fiend has damage reduction 15/good and silver. The *antimagic field* would negate the weapon's "good" quality, right? Does the pit fiend lose its damage reduction special quality completely? Or is silver extraordinary and good supernatural? What about the damage reduction of golems, dragons, werewolves, and other creatures?

Damage reduction is extraordinary unless the weapon property that bypasses the damage reduction is "magic" (as in damage reduction #/magic) or one of the four alignment qualities (chaotic, evil, good, or lawful), in which case it is supernatural. Damage reduction that is bypassed by any other weapon quality that a manufactured weapon could not have without being magical also would be a supernatural special quality.

When a creature's damage reduction entry has two or more elements, some extraordinary and some supernatural, only the supernatural elements go away inside an *antimagic field*.

If a creature's damage reduction entry has multiple parts separated by the word "and," a weapon must have all those qualities to bypass the damage reduction. A creature such as a pit fiend, whose damage reduction is 15/good and silver, has damage reduction that's difficult to bypass because the weapon must be both good and silver to overcome its damage reduction. Attacks from a creature with the good subtype would bypass a pit fiend's damage reduction if the creature wielded a silver weapon. As a natural ability, such a creature's attacks with natural or manufactured weaponry bypass damage reduction as good weapons. Otherwise, a silver weapon must also be magical and have the good quality to bypass the damage reduction. Inside an *antimagic field*, however, only the "silver" portion of the pit fiend damage reduction functions, so the pit fiend effectively has damage reduction 15/silver. Anyone wielding a silver weapon can bypass the pit fiend's damage reduction inside an *antimagic field*.

If the damage reduction entry has two or more elements separated by the word "or," then an attack needs only one of those qualities to bypass the damage reduction. For example, a bearded devil's damage reduction entry reads 5/silver or good, so any silver weapon or any good weapon can bypass the damage reduction. Inside an *antimagic field*, the "good" element in the damage reduction would still be suppressed, and a silver weapon still would bypass the damage reduction.

In a recent game we began wondering if the *arcane sight* spell lets you see illusions, *glyphs of warding*, and other kinds of magical traps. We agreed that the spell would reveal the auras from glyphs, symbols, and most other magical traps, but not see an aura around the illusion of a door, floor, or creature.

It's correct that the *arcane sight* spell won't automatically allow you to look right through an otherwise opaque figment, such as an illusory door, floor, or wall. Any active illusion, however, has a magical aura that divination spells such as *detect magic* or *arcane sight* can reveal. In the case of *arcane sight*, you know immediately if anything you can see has a magical aura, and you know what that aura's power is (as explained in the *detect magic* spell description). You also immediately know the aura's location. If what you're looking at happens to be a figment, you do not know it's a figment. You can, however, make a Spellcraft check (making the check doesn't require an action from you) to determine the aura's

school. If the check succeeds, you know that the aura is from the illusion school, but you cannot tell its subschool (it could be a figment, glamor, pattern, phantasm, or shadow).

Looking at an illusion with *arcane sight* counts as interacting with it, however, and if the illusion in question allows a saving throw to disbelieve, you can immediately make a saving throw. If you have identified the aura's school as an illusion, you have grounds to find the illusion's reality suspicious, and you get a +4 bonus on the saving throw (since you know it's some kind of illusion). If you make a successful saving throw to disbelieve a figment or phantasm, then you can see through it, although the figment or phantasm remains visible as a faint outline (see the discussion of the illusion school in Chapter 10 of the *Player's Handbook*).

When do you make your save against a *blade barrier* spell? Suppose you have already moved in the round and someone casts a *blade barrier* spell on you. You are supposed to move out of the area in the most direct path to avoid damage from the spell. Since you've already moved, do you even get a save against the spell? If you make your save and cannot move yet, do you take damage from the spell anyway? Or do you get to move again? Or do you wait until it's your turn and then make the save?

You make the save when the spell hits you. If you succeed, you take no damage from the spell, and you wind up on one side of the barrier or the other (under the current rules, the barrier must be vertical). Upon making a successful save, you choose which side of the barrier you'll be on. If movement is necessary to place you on that side, you immediately move to that side along the shortest possible path, even if you've already moved that round. For Medium creatures, such movement will be fairly minor (usually 5 feet). In the case of very big creatures, the DM might want to limit the creature to the side that requires the least movement. If it's not possible for you to move, or not possible to move to a safe side, you're stuck in the barrier and you take damage.

Exactly how many bolts of lightning can you call with a *call lightning* spell? Can you save up the bolts you're entitled to call every minute, or do you lose them if you don't call them when they're due? Or does the spell last until you've called all the bolts the spell can produce?

Once you cast the spell, you can call a bolt of lightning every round, not every minute. During the round when you cast the spell, you can call a bolt as part of the spellcasting action. During later rounds, it takes a standard action to call a bolt.

The spell's duration starts running the moment you finish the spell. You can call a maximum of one bolt each round while the spell lasts. If you let a round go by without calling a bolt, you can't save that bolt for later, but you can keep calling bolts during later rounds until the spell's duration runs out.

If a spellcaster is subjected to the *enervation* spell and gets two negative levels, does the character also lose the ability to cast his highest level of spells? The descriptive text for negative levels says that a spellcaster loses one spell or spell slot (the highest) for each negative level. This would imply that the spellcaster could still be capable of casting his highest level spells so long as he hasn't been enervated for more negative levels than he has spells of his highest level.

You are correct. A spellcaster with a negative level loses one spell of the highest level he currently has available to cast.

He does not necessarily lose his whole highest level of spells (although that's a real possibility when a spellcaster picks up several negative levels).

Will a *dispel magic* spell dispel an *Evard's black tentacles* spell? The spell description says the tentacles are immune to all types of damage, but is a *dispel magic* spell "damage?" If *dispel magic* works against the tentacles, does it dispel just one tentacle or all of them? Will a *disintegrate* spell destroy a tentacle the way it can destroy the various Bigby's hand spells?

You can't damage the field of tentacles from an *Evard's black tentacles* spell, not even with a *disintegrate* spell. You can dispel the field, however, in exactly the same way you can dispel other spells that fill an area. If the *dispel magic* is successful, all of the tentacles go away.

Can a character use *dispel magic* against a monster's spell-like or supernatural abilities? For example, a party encounters a basilisk, and the wizard casts *dispel magic* on it to suppress its gaze attack. Does the spell suppress the gaze attack for 1d4 rounds as it would a magic item?

Supernatural abilities aren't subject to dispelling at all.

You can't suppress a spell-like ability with *dispel magic*, but you can dispel an ongoing effect from a spell-like ability provided that the spell duplicated is subject to *dispel magic*. For example, a covey of three green hags can use several different spell-like abilities, including *dancing lights*, *animate dead*, and *forcecage*. You could use *dispel magic* to dispel the hags' *dancing lights* effects, but not *animate dead* or *forcecage*. *Animate dead* has an instantaneous duration, so there's nothing for *dispel magic* to dispel once the effect is in place. *Forcecage* is not subject to dispelling, as noted in the spell description.

Exactly how do the tentacles from an *Evard's black tentacles* spell attack creatures? For example, does a tentacle have a miss chance when attacking an invisible opponent? Also, how do you figure out where the individual tentacles appear? Can more than one tentacle appear in the same 5-foot square?

The *Evard's black tentacles* spell creates a field of numerous tentacles in a 20-foot radius spread. Tentacles sprout from all the surfaces within the spread. The spell actually works something like an *entangle* spell that's capable of dealing bludgeoning damage. The spell uses an opposed grapple check instead of a saving throw to determine if creatures within its spread are affected. Any creature inside the spread might become grappled, as noted in the spell description. The spell does not make an initial touch attack as with normal grappling attempts, so it cannot miss, even if a creature is invisible or otherwise concealed. The spell cannot grapple incorporeal creatures, and a creature using a *blink* spell has a 50% chance to avoid being grappled.

As noted earlier, the spell creates a field of numerous tentacles. These tentacles fill up the spread, and it's not necessary to determine where any particular tentacle is.

Does the *feblemind* spell affect only a character's base Intelligence score, or does the spell make the subject's Intelligence score 1 regardless of magical bonuses? If the spell affects only base Intelligence, will any magic that boosts Intelligence (such as a *potion of fox's cunning*) break the spell? Do you have to get your Intelligence to 3 or higher to break the spell?

A *feblemind* spells reduces the subject's Intelligence and Charisma scores to 1 (not just Intelligence). Of course, if the subject already has a score of 0, *feblemind* doesn't increase the score. The subject's Intelligence and Charisma become 1 (or stay at 0) regardless of any enhancements or other increases to those scores.

A *feblemind* effect remains until the subject receives a *heal*, *limited wish*, *miracle*, or *wish* spell. The subject cannot benefit from any effect that increases Intelligence or Charisma until the *feblemind* effect is removed.

The *feblemind* spell keeps you from casting spells, presumably because it makes your Intelligence and Charisma scores 1. What if it is your Wisdom score that governs your spells? Can you still cast spells then? Can you use spell-like abilities? Supernatural abilities? Extraordinary abilities?

You can't cast any spells when you're feble-minded, no matter what ability governs your spells. The spell scrambles the higher functions of your brain, rendering you unable to use spells and suppressing your Intelligence and Charisma scores.

Feblemind prevents the use of spell-like abilities, but not supernatural or extraordinary abilities. Also, as noted in the spell description, you cannot use any Intelligence- or Charisma-based skills while feble-minded.

The *harm* spell deals 10 points of damage per caster level (to a maximum of 150 points at 15th level) and cannot take a target's hit points to less than 1. If the target creature makes a successful saving throw, the damage is reduced by half, but the spell still cannot reduce the target's hit points to less than 1. What happens when the spell deals 50 points of damage or more to the target (as it might to any creature that has 51 hit points or more)? Does the death from massive damage rule apply? What if I have 110 hit points and an 11th-level caster casts *harm* on me? I'll take 109 points of damage from the spell if I fail my save, or 55 points if I make my save, right? In either case, I'll have to make a DC 15 Fortitude save to avoid death from massive damage, right? If my hired lackey, who has 49 hit points, receives the same spell, he'll take either 48 points of damage or 24 points. In either case, he's not subject to death from massive damage. Is this correct?

Technically, that's right. If you take 50 points of damage (or more) all at once, you're subject to the death from massive damage rule (see page 145 in the *Player's Handbook*). It makes no difference what the source of that damage is.

In the case of the *harm* spell, the death from massive damage rule creates a situation that's arguably absurd, because once you have 51 hit points or more, you suddenly become susceptible to instant death from the spell when lesser beings (with fewer hit points) do not. If the situation really bothers you, you might try one of the following house rules:

No Instant Death from Harm Spells: The death from massive damage rule doesn't apply to damage inflicted from a *harm* spell.

Expend Instant Death from Harm Spells: Whenever you fail your save against a *harm* spell, you must make a DC 15 Fortitude save or die, no matter how much damage the spell actually deals to you. If your save against a *harm* spell succeeds, you still have to make a DC 15 Fortitude save or die if the spell deals at least 50 points of damage to you.

The first unofficial rule should prove easier to remember and use, and it matches the intent behind the *harm* spell better

than the second rule. The second rule, however, provides a better fit with the death from massive damage rule.

Let's say you've been fighting a giant created by the major image spell for a couple of rounds, and it has gotten a few good hits on you. Finally, you make your Will save and you find out that the giant you were battling was an illusion. Do you regain your hit points once you find out it was an illusion or do you still have the damage you took?

Major image is a figment, so it can't damage you at all, even if you don't detect the illusion (see the discussion of the Illusion school in Chapter 10 of the *Player's Handbook*). If the giant was created with a shadow effect (such as the *greater shadow* conjuration spell), it can damage you. If you take damage from the illusory (shadow) giant and later realize the giant was an illusion, you don't regain any hit points for doing so.

Are the multiple figments from a mirror image spell legal targets for cleaving? That is, if you have the Cleave feat and you hit an image and destroy it, can you then attack another target within reach (such as another figment from the spell or perhaps the spell user)? What about Whirlwind Attack? Can you use this feat to attack all the images around the spell user? What about spells that allow multiple targets, such as magic missile? Can you aim magic missiles at different images?

For all intents and purposes, the figments from a foe's *mirror image* spell are your foes. You aim your spells and your attacks at the figments just as though they were real creatures. Any spell you can aim at a creature you can aim at an image. When you use a spell that allows you to select multiple creatures as targets, such as *magic missile*, you can choose multiple images as targets.

If you have the Cleave or Great Cleave feat, destroying an image with a melee attack triggers the feat (and your cleaving attack might well strike the spell user instead of another image). Likewise, you can use Whirlwind Attack to strike at any image you can reach. A Whirlwind Attack almost certainly will allow you to strike once at the spell user.

Is there a way to decide which squares the figments from a mirror image spell occupy? Or do the images distribute themselves randomly? If it's the latter, how does the DM decide where they go?

Although the spell description says the images from a *mirror image* spell always stay within 5 feet of either the user or another image, it's easiest to assume that all the images occupy the same space the spell user occupies. Any attack that can reach the user's space can affect an image.

The mirror image spell description says the images have an Armor Class of 10 + size modifier + Dexterity modifier. Is it possible to improve this with spells the spellcaster casts on herself, such as shield or mage armor? If so, why doesn't the spell description say the images have the caster's Armor Class? What happens if the caster has cover from her surroundings? Will cover improve the images' ACs? What about concealment? Will fog or foliage produce a miss chance for a foe that aims an attack at an image? What about magical concealment, such as a blur or displacement spell?

The images from a *mirror image* spell don't use the caster's

Armor Class. Use the formula in the spell description to calculate each image's Armor Class (10 + caster's size modifier + caster's Dexterity modifier). Use the caster's current Dexterity modifier for each image's Armor Class, no matter how the caster happened to get that modifier. Any Armor Class improvements the caster might have from equipment she carries or wears, or from magic operating on her person, don't apply to the images. For example, a Medium user with a Dexterity score of 16, a *shield* spell, and a suit of +2 *leather armor* has an Armor Class of 21 (10 +4 shield, +4 armor, and +3 Dexterity), but her images have an Armor Class of 13 (10 +3 Dexterity).

It's easiest to assume the images share the user's location on the battlefield, and gain any cover bonuses that might apply to the spell user in that location. If the character in the previous example were behind cover, she would have an Armor Class of 25 and her images would have an Armor Class of 17.

If the user has concealment from her surroundings, the images have the same concealment. The images also look just like the caster, and they share purely visual effects such as the *blur* or *displacement* spell. If the *mirror image* user is also using either of these effects, an attack aimed at an image has the same miss chance an attack aimed at the caster has.

What happens if a mirror image user is incorporeal? Are the user's images also incorporeal? Do attacks aimed at the images have the incorporeal miss chance? If the incorporeal user moves through a wall, can the images move through the wall, too? What happens if the user goes to another plane? Do the images go along? What if the mirror image user employs a blink spell?

Incorporeal spell casters create corporeal effects. So the figments from an incorporeal user's *mirror image* spell are themselves corporeal. Attacks aimed at the images have no incorporeal miss chance.

The images, however, appear like the caster and move as the caster moves. If an incorporeal user moves through a wall, its *mirror image* also appear to move through the wall.

If a *mirror image* user moves to another plane, the images go along. If the user also employs a *blink* spell, the images blink right along with the user, and any attack aimed at an image has the same miss chance (50%) it has if aimed at the caster.

What happens when an attacker accidentally uses a touch spell against a figment from a mirror image spell? You can hold the charge with a touch spell, right? So if you touch an image (which really isn't there), is the touch spell discharged? Does the touch spell user get a chance to disbelieve the image and avoid discharging the spell?

As noted in an earlier question, the figments from a *mirror image* spell function just like creatures for the purpose of aiming spells. If a foe using a touch spell touches an image, the spell is harmlessly discharged (though the image is destroyed). There is no chance to disbelieve a *mirror image* spell—if there was, the spell would have a saving throw entry and the entry would read "Will disbelief."

Am I right in assuming that when the mislead spell description refers to improved invisibility it really means greater invisibility?

Yes, you are.

Is it possible to cast the permanency spell from a scroll?

If so, who pays the XP cost for the spell effect made permanent: the scroll creator or the individual who casts the spell from the scroll? Who must meet the minimum level requirement for making a particular spell permanent? For example, see *invisibility* has a minimum level of 10th. Does the scroll creator or the individual who casts the spell from the scroll have to meet this minimum? Does the minimum level refer to arcane spellcaster's caster level or character level?

In general, when you create a scroll with a spell that has an XP cost, you have to pay the XP cost for casting the spell along with the costs for creating the scroll (see Creating Scrolls in Chapter 7 of the *Dungeon Master's Guide*). Since the scroll creator has paid all the costs, the scroll user doesn't have to pay them.

In the case of the *permanency* spell, however, it's best to make the scroll user pay the cost of actually making a particular spell's effect permanent. The scroll creator still pays the XP cost to make the scroll.

You must use the spell's caster level to determine if the spell meets the minimum level to make a spell permanent. In the case of a character casting a spell herself, the spell's caster level is the caster's class level in the class that made the spell available in the first place. For example, when a 12th-level wizard/3rd level fighter casts any wizard spell, the spell's caster level is 12th.

In the case of a spell cast from a scroll, the spell's caster level is the scroll's caster level. The scroll's creator sets the caster level for the scroll when making the scroll, as noted in the Magic Item Descriptions section of Chapter 7 of the *Dungeon Master's Guide*.

How does *Rary's mnemonic enhancer* work with preparing extra spells? Can I cast *Rary's mnemonic enhancer* in the middle of the day, and then prepare three levels of new spells with 15 minutes of preparation? Or do I have to cast the enhancer in the morning to get the new spells? The spell description says you prepare and cast the extra spells normally, so I assume that you have to take the 15 minutes to prepare the new spells in the middle of the day. Is this correct?

Perhaps a general overview of the *Rary's mnemonic enhancer* spell is in order here: You can use the spell one of two ways, either to prepare up to three levels of extra spells or to retain a single spell of up to 3rd level that you have already cast.

When you use the enhancer to retain a spell, you simply cast the enhancer within 1 round of casting the spell you want to retain. The spell you choose to retain reappears in your mind, ready to cast, without any further effort on your part.

When using the spell to prepare extra spells, you follow all the rules for preparing spells. You could indeed cast *Rary's mnemonic enhancer* in the middle of the day and then spend 15 minutes preparing up to three levels of additional spells. Or you could cast the spell at the beginning of the day and prepare all your spells, your normal allotment and the extras, as part of your usual preparation time (usually 1 hour; see page 178 in the *Player's Handbook*).

I know the spell description for *scrying* says the spell creates a magical sensor located near the subject. I'm wondering if the spell can scry on locations or items as well as creatures? If it cannot scry on a location or item, can it at least look around the creature's location and see what

the location looks like? I mean, to me, it sounds like you cast the spell and all you see is the creature. That's not terribly useful for someone trying to find a kidnapping victim. Is there any way to look at an area remotely?

The subject of the *scrying* spell must be a creature. You can study a location (not a specific creature or object) with the *clairaudience/clairvoyance* spell. In the latter case, you must specify the location. In the case of *scrying*, you need only specify the subject creature.

When the *scrying* spell shows you a creature, however, you also see the area around the creature, to a distance of about 10 feet (see the paragraph immediately after the saving throw table in the spell description). In game terms, you see the creature and everything within 10 feet of the creature (the bigger the creature the more area you see). This might allow you to see other creatures or features near your subject.

When my sorcerer *shapechanges* into the form of a creature with special attacks, what Hit Dice do I use to calculate the DC of those abilities—the creature's normal HD, my caster level, or something else?

When you use *shapechange* (or related magic) to assume another creature's form, your Hit Dice are considered to be the HD of the new form, but only for the purpose of adjudicating effects directly related to your HD, such as determining the DC of any special attacks possessed by the new form or for determining whether you are vulnerable to the *sleep* or *blasphemy* spells.

For example, an 18th-level human sorcerer shapechanged into a dire bear would be treated as a 12-HD creature (and not an 18-HD creature) for the purpose of determining what effect an evil cleric's *blasphemy* spell might have upon him. A 17th-level elf wizard shapechanged into a horned devil would use the horned devil's 15 HD (rather than his own 17 HD) to determine the save DC of his fear aura, *stun*, and *infernal wound* supernatural attacks.

This has no effect on your hit points or any other statistics derived from your HD, such as base attack bonus, base save bonuses, and so on.

Could you clarify how the *stoneskin* spell works? One of my players is insisting that the damage reduction 10/adamantine from the spell is applied before reducing the damage of 10 hit points per level that the spell will absorb and that the recipient takes no damage until the 10 hit points per level of caster are exhausted. I say the damage reduction is the absorbed damage, with the remainder of the damage applying to the recipient of the spell.

You are right. When the damage reduction from the spell prevents damage to the recipient, deduct that damage from the 10 hit points per level that the spell will absorb. Any damage the spell does not absorb is dealt to the spell recipient. For example, a 7th-level wizard places a *stoneskin* spell on you. A monster hits you and deals 12 points of damage. Assuming the monster doesn't have adamantite weapons (probably a safe assumption) the spell absorbs 10 points of damage (and can absorb 60 points more), and you take 2 points of damage.

Does the *speak with dead* spell work on destroyed undead? For example, can my cleric kill a zombie and then use *speak with dead* on it to learn who created it? The spell description implies the one-time act of becoming undead ruins any chance the spell will have of working against a creature ever again, even after it is "dead" again.

Speak with dead doesn't work on undead creatures, only on corpses. An undead creature is not alive, but it's also not a corpse—a corpse is an object. (The undead creature might have been made from a corpse, but it has been transformed into something else, mainly a creature). If you destroy an undead creature, it ceases being a creature and becomes an object once again.

Speak with dead probably won't work on a destroyed undead creature, either, since they're probably too badly damaged to respond to the spellcaster's questions.

The *unyielding roots* spell (from *Complete Divine*) anchors the recipient, making it impossible for him to move from his space. The flanking rules are based on the lack of facing in the game, but presume that a creature is always turning to deal with adjacent attackers. Should the immobility imbued by this spell also make it easier for a creature to flank the recipient, as the recipient cannot move to face the attacker?

A creature under the effect of *unyielding roots* is just as vulnerable to flanking as any other creature, but no more so. There are a whole category of immobilizing spells and effects, such as hold person, that would appear to create similar situations, but these effects don't alter the fundamentally abstract nature of D&D combat.

On the other hand, if you're using the Combat Facing variant found in *Unearthed Arcana*, the *unyielding roots* spell could create some interesting tactical limitations for the recipient.

The *mass lesser vigor* spell has a fixed range (of 20 feet), which makes it eligible for the revised Persistent Spell feat in *Player's Guide to Faerûn*. Does that mean a 17th-level druid could use a 9th-level spell slot to give nine creatures fast healing 1 for 24 hours, or does the built-in limit of 25 rounds make that pointless?

Unlike Extend Spell, Persistent Spell replaces a spell's normal duration with a new duration of 24 hours. In this case, the effect overrides the normal maximum duration of the spell, so it would indeed grant nine creatures fast healing 1 for 24 hours (a pretty reasonable effect for a 9th-level spell).

Do you have to pay the 5,000 XP cost for a *wish* spell every time you cast it, or just when you duplicate spells with an XP cost? What about *limited wish*? Suppose you use the “undo misfortune” function of the *wish* spell, or any of the other specific functions listed under the spell. Is there an XP cost then?

Whenever you cast a *wish* spell, you pay at least 5,000 XP for the spell. You could pay more XP for the spell if you use it to duplicate a spell with a higher XP cost, or if you use it to create or improve a magic item, as noted in the spell description.

The long bullet list of effects (which includes the “undo misfortune” function) in the *wish* spell description shows the kinds of result you can get from the spell without any great risks. If you use one of these functions, you still pay the *wish* spell's XP cost, but the wish comes out the way you want. If you try to accomplish something your DM thinks is more powerful or difficult than what appears on the bullet list, you risk unintended consequences from the wish, as noted in the spell description. Since the DM is free to devise such intended consequences, it pays to stick within the limits the spell description sets down.

When you cast a *limited wish* spell, the minimum experience cost is 300 XP, but it could be more, as noted in the spell description.

Monsters

The entry on flight in the *Monster Manual* doesn't elaborate on whether carrying a medium or heavy load actually prevents flight, or it simply slows the flyer down below the indicated speed (and in the latter case, it doesn't explain by how much the creature is slowed down). Some of the monster entries do make mention of medium and heavy loads in terms of carrying capacity (griffins and spider-eaters, for example). Does that mean those creatures can fly with medium or heavy loads? Is it even possible for a flying creature to get airborne at less than its listed fly speed.

You can use a fly speed only when carrying a light load or less. If your load is medium or heavy, you cannot fly; certain kinds of magical flight, such as a *fly* spell, don't have this restriction. Check the description of the flying effect to be sure.

A griffin or a spider-eater can carry a medium or heavy load, but it cannot fly when doing so.

Most flying creatures can get aloft at less than their full fly speeds, provided that they can maintain their minimum forward speeds (see Tactical Aerial Movement in Chapter 2 of the *Dungeon Master's Guide*). You also can fly when wearing medium or heavy armor if the weight of the armor (plus everything else you carry) doesn't exceed your light load rating. The armor still slows you down (page 20 in the *Dungeon Master's Guide* has an expanded table of reduced speeds). For example, a balor is a Large creature with a Strength score of 35. A light load for a balor is 2,128 pounds. To calculate that, we must use the tremendous Strength rule on page 163 of the *Player's Handbook* and find the light load rating for Strength 25 (the number between 20 and 29 that has the same 1's digit as 35). This gives us a value of 266 pounds. Since the balor's Strength is 35, we multiply 266 by 4, which gives us 1,064 pounds. The balor is a Large biped, however, so its carrying capacity doubles ($1,064 \times 2 = 2,128$). A balor can fly so long as it carries less than 2,128 pounds. A breastplate for a Large biped weighs 60 pounds (from Table 7-6 in the *Player's Handbook*), so its weight won't keep a balor from getting aloft when wearing it. Since a breastplate is medium armor, the balor's base fly speed of 90 feet is slowed to 60 feet (from the table on page 20 of the *Dungeon Master's Guide*). Since the balor has good maneuverability, it has no minimum forward speed and can easily fly wearing the breastplate. Even if the balor had poor maneuverability, its minimum forward speed would be 45 feet (half its base speed of 90 feet), and it still could fly at a speed of 60 when wearing the breastplate.

If a creature's base flying speed is greater than listed on the chart on page 20 of the *Dungeon Master's Guide*, just divide the creature's base flying speed into equal parts dividable by 10 and then add up the reduced values for those base speeds off the chart. For example, if a flying creature with a fly speed of 150 feet wears medium armor and can still get aloft, it can fly at a speed of 105 feet. (Its minimum forward speed, if it had one, would be half the base flying speed, or 75 feet.) The reduced speed of 105 feet was calculated by splitting the fly speed into 70 feet and 80 feet ($70 + 80 = 150$). At reduced speed, 70 feet becomes 50 feet and 80 feet becomes 55 feet ($50 + 55 = 105$).

Note that some creatures in the game cannot fly when wearing medium or heavy armor, no matter what their load happens to be (for example, the avariel from *Races of Faerûn*), so be sure to check the creature's description for any special limits on its flying ability.

Suppose you have a flying mount: a griffon. What do you have to do to use the ride-by tactic in the air or in swooping down on a target? Do you need to take the Flyby Attack feat? Or does the Ride-By Attack feat cover flying mounts as well? For the mount to make a single attack when riding or flying by, does it also need to somehow gain a feat? If so, which one?

If the example rider wants to make attacks while flying by foes, she needs the Ride-By Attack feat and needs to charge (and fly) in a straight line (see the next question). For the mount to attack in the same situation, it would need the Flyby Attack feat. The rider's Ride-By Attack feat won't help the mount attack, and the mount's Flyby Attack feat does not help the rider attack.

Note that you have to have a fly speed to take the Flyby Attack feat. If you merely ride a flying mount, you don't meet the prerequisite for the feat. If you can meet the prerequisite, your flying mount still doesn't benefit from your Flyby Attack feat (although it's possible that a feat or class feature might allow you to share the feat).

With the rules erratum that prohibits overruns as part of a charge, the Ride-By Attack feat is now nearly useless. You must use the charge action to use the Ride-By Attack feat, and that requires you to travel in a straight line toward your target. Using the example in the *Player's Handbook*, this would appear to rather specifically mean along a line from your entire square (or squares if riding a horse or other mount with a space of 10 feet or greater), to the target square. Ride-By Attack allows you to continue moving along the straight line of the charge after your attack. This would have to mean that at some point you would enter the square (or squares) of the creature you attacked. (At least I cannot conceive of any other way it could be done). Since you cannot enter your foe's space unless the creature is already dead, Ride-By Attack is now pretty much useless if you can't also overrun the foe. Some have suggested that you could charge in a manner that would not bring you through the target creature's square (or squares). To do so, you would not be charging directly toward the target and likely not moving by the shortest route (also a charge requirement) or attacking it from the first possible square (another charge requirement). In any of these cases, you would be breaking the rules for a charge. Am I wrong about any of this?

No, you've got it about right.

When using the Ride-By attack feat, you must conduct your charge so that you move in a straight line toward the closest square from which it is possible to attack your chosen foe, so long as it is a square that allows you to attack and then continue on in the straight line of the charge. You still must attack your foe the moment you reach that square. (Although the feat description doesn't say so, you and your mount also must move at least 5 feet after you make your attack to get the benefit of the feat.) This is a special rule for charging when using the Ride-By Attack feat. Note that the Flyby Attack feat (discussed in the previous question) does not require you to move in a straight line. You merely make a single move and take another standard action at some point during that move.

How do you use the damage reduction of 3.0 monsters

with the new 3.5 rules? Is there a way to convert a damage reduction entry so that it works with the new rules?

First, download a free copy of the *D&D v.3.5 Accessory Update* booklet. This has 3.5 damage reduction values for monsters from *Monster Manual II*, *Fiend Folio*, *Deities and Demigods*, *Epic Level Handbook*, and the *Manual of the Planes*. You can find a link to the booklet right on the D&D homepage on the Wizard's of the Coast website: www.wizards.com/dnd.

To convert damage reduction values for other monsters, just look for a similar monster in the 3.5 *Monster Manual* and assign your monster a similar damage reduction. Devils, for example, get damage reduction #/good and silver. In most cases, the # would be 15 or less (and usually 10 or less).

Do creatures with special attacks increase the DC for those attacks when they gain class levels? Are they calculated based on the creature's new ECL or its new CR?

Unless specifically noted in a monster description, the DC of a creature's innate special attacks depends only on its racial HD, and not from HD gained from class levels. A horned devil who gained levels of fighter, for instance, would not use its fighter HD to calculate the DC of its fear aura or stun supernatural special attacks. A creature's ECL or CR has no effect whatsoever on the save DCs for its special attacks or any other ability.

However, if the creature's ability scores change—such as from the increase at every 4-HD interval—that might well affect the DCs of its special attacks. If that horned devil, for instance, improved its Strength from 31 to 32 when it gained its first class level (giving it 16 HD total), its stun save DC would improve by 1. Each special attack lists the ability score upon which it is based (such as Strength for the horned devil's stun).

Why do some creatures have effective character levels higher than their challenge rating? If a hound archon is only CR 4, how can it possibly be as good as an 11th-level character? After all, an 11th-level NPC is CR 11, not CR 4.

Effective character level (ECL) and challenge rating (CR) appear similar—after all, they're both numbers that rate a creature's toughness—but they actually measure two very different things. A monster's CR measures how tough that monster is in a typical combat encounter against player characters, while its ECL measures how powerful a PC it would make.

Take the hound archon as an example of why this is true. In a typical fight, it likely gets a chance to use its *aid* spell-like ability only once. However, in a party of adventurers, it can use this ability on itself and every member of the party an unlimited number of times. This means that a smart group of PCs have *aid* in effect for every battle they fight—even a high-level cleric can't guarantee that. Similarly, while a hound archon may use its *greater teleport* ability only a few times at most in a fight, a PC with the ability to use *greater teleport* at will has an enormous advantage, both in and out of combat.

The hound archon's damage reduction is also much more useful when used by a PC than by a monster. Most PC groups have the ability to deal with a creature's damage reduction, either overcoming it with the necessary weapons or ignoring it altogether by damaging the monster with spells or other effects. However, most monsters don't have this option. The vast majority of foes faced by a hound archon have no recourse but to use their normal attack forms, meaning the hound archon can ignore the first 10 points of damage from each and every attack

made against it.

In the end, a hound archon's special powers don't make it tougher than any other CR 4 monster (such as a gargoyle or vampire spawn), but they make it much more potent than a standard PC of a similar level.

What happens when a monster that carries a disease attacks another monster of the same kind (or somehow bites or scratches itself)? What happens if the monster attacks a monster of a different kind that carries the same disease? For example dire rats and wererats both carry filth fever. What happens when one dire rat bites another or bites a wererat?

Although the rules don't specifically say so, creatures that carry a disease are generally immune to that particular disease. Thus, a dire rat cannot infect itself, another dire rat, a wererat, an otyugh, or any other creature that causes filth fever (or vice versa), since they are both already carriers.

How are save DCs for disease attacks calculated? Judging from the *Monster Manual*, disease DCs would seem to be based on Constitution. But that can't be correct, can it? The higher the Constitution score the healthier the monster, right?

When a monster has a disease special attack, the save DC for that disease is 10 plus + 1/2 the creature's Hit Dice plus the creature's Constitution modifier.

As a general rule, any special attack that comes from the attacker's body uses Constitution to determine the save DC. In the case of a mundane disease that functions as a special attack, healthier creatures carry a more virulent strain. For example, Table 8-2 in the *Dungeon Master's Guide* lists a DC of 12 for filth fever. Nevertheless, it requires only a DC 11 Fortitude save to avoid contracting filth fever from a dire rat's bite, while an otyugh's bite causes the same disease on a failed DC 14 save.

Special attacks that involve supernatural diseases often use Constitution to determine the save DC as well. In some cases the creature or the disease might warrant using a different ability score. A mummy's mummy rot, for example, uses Charisma instead of Constitution because undead creatures lack Constitution scores.

When a character is exposed to a disease in some manner other than a monster's special attack, use the save DC listed on Table 8-2. For example, if a character steps on a rusty nail and is exposed to filth fever, the save DC is 12.

What happens when creatures use their natural weapons as secondary attacks along with a manufactured weapon? For example, lizardfolk have two claws that also serve as hands. What happens when they wield a one-handed weapon in one hand and nothing in the other? Do they lose both claw attacks in exchange for their attacks with the weapon?

Wielding a manufactured weapon doesn't prevent a creature from using all its natural weaponry, provided that the creature is using the full attack action and the additional natural weapons are free.

The example lizardfolk can't make a claw attack with the "hand" that holds its weapon, although it does get to attack with the weapon itself. But, if it's using the full attack action, it can use its other claw as a natural secondary attack (-5 to attack rolls, half Strength bonus), and can also bite as a natural secondary attack. In effect, the lizardfolk is using its normal

full attack routine with the manufactured weapon attack substituted for one claw attack.

How do I know whether a monster gets multiple attacks for a high base attack bonus? Some of the monsters in the *Monster Manual* have multiple attacks, but others don't, even with the same base attack bonus. Why doesn't a great wyrm red dragon get eight bite attacks per round? After all, its base attack bonus is +40.

The rules for multiple attacks are different for manufactured weapons (such as swords and bows) and for natural weapons (such as claws and bites). A creature wielding a weapon gets multiple attacks based on its base attack bonus, regardless of whether that creature is a goblin, a giant, or a pit fiend. Regardless of its base attack bonus, a creature never gets more than four attacks with any given weapon purely from its base attack bonus (see the sidebar on page 207 of the *Dungeon Master's Guide*)—thus, if a great wyrm red dragon could wield a manufactured weapon, it still could make only four attacks with it as part of a full attack action (at +40/+35/+30/+25).

Creatures do not receive additional attacks from a high base attack bonus when using natural weapons. A young adult red dragon gets only one bite attack per round, even though a fighter with the same +19 base attack bonus attacks four times per round with a sword or other manufactured weapon.

What happens when a monster has a high base attack bonus, and it uses a manufactured weapon along with a secondary natural weaponry? For instance, suppose a 5th-level lizardfolk fighter wields a battleaxe. What would this creature's attack routine be?

Just add the natural secondary attacks to whatever manufactured attacks the creature can normally make. Assuming that the example character has five fighter levels, she has a base attack bonus of +6 (+1 for being a lizard folk, +5 for fighter levels). Assuming the character doesn't use a shield, she has two natural secondary attacks available—her bite and her free claw. There's a –5 penalty when using a natural secondary weapons. So, when the character uses the full attack action, her attack routine is +6/+1 melee (battleaxe)/+1 melee (bite)/+1 melee (claw).

However, if the example character were using the standard attack action instead, she could make only one attack. This single attack could be a +6 if she used the manufactured weapon or a claw (a lizard folk's claws are the primary natural weapon), or +1 if the character chooses to bite. You always take the secondary weapon penalty when you use a secondary natural weapon (see the *Monster Manual* glossary).

When a creature has natural weaponry, do all its natural weapons become secondary attacks when it uses a manufactured weapon? If so, what happens to the damage rating for a primary natural weapon that gets demoted to secondary status?

When a creature uses both manufactured and natural weapons together with the full attack action, treat the manufactured weapon as the primary attack (using the creature's full attack bonus) and treat all the natural weapons as secondary natural attacks (–5 attack penalty, or –2 if the creature has the Multiattack feat).

The basic damage rating for a secondary natural weapon doesn't change, but the creature gets only half its Strength bonus to damage for the secondary attack, even if it would otherwise be a primary natural weapon. The troll entry in the

Monster Manual provides a good example of this.

What happens when a creature's secondary natural weapon becomes a primary natural weapon? For example, what is the attack and damage bonus if a lizardfolk uses its bite for an attack action or for an attack of opportunity?

A secondary natural weapon is always a secondary natural weapon, even when a creature attacks only with that weapon. A lizardfolk attacking with only a bite has a –5 attack penalty (–2 with the Multiattack feat) and gains only 1/2 its Strength bonus with the bite attack. Secondary weapons are inherently less effective than a creature's primary natural weaponry, mostly due to limits of the creature's fighting skills or physiology. See page 312 in the *Monster Manual* for details.

When a monster uses a special attack option, such as trip or sunder, must it make the attack with its primary natural weapon? Are there any limits on which natural weapons can be used in a trip or sunder attack? When a monster has multiple natural weapons, can it use each of those weapons to make trip or sunder attacks?

A monster with natural weaponry doesn't need to use its primary natural weapon to make sunder or trip attacks. If it uses a secondary weapon, however, the penalty for a secondary weapon applies to the attack (–5 or –2 with the Multiattack feat). In the case of sunder, the secondary weapon penalty applies to the opposed attack roll the creature makes to accomplish the sunder attack. In the case of a trip attack, the secondary weapon penalty applies to the melee touch attack roll the creature makes to start the trip attack.

A creature can make a trip attack with just about any natural weapon, although the DM must exercise some common sense in the matter. Claw and bite attacks are excellent for trip attempts, as are tentacle attacks. Since tripping in the D&D game involves grabbing a foe and pulling him down, stings, gores, hooves, and most slam attacks should not work for tripping (although tail slaps work).

A natural weapon must deal bludgeoning or slashing damage to be useful for a sunder attack. Gore and sting attacks deal only piercing damage and thus aren't useful for such attacks (see page 312 in the *Monster Manual* for a list of natural weapons and their damage types), but again, some common sense is in order here. Creatures with pointy fangs, such as monstrous spiders or big snakes, probably deal only piecing damage with their bite attacks and aren't really smart enough to make sunder attacks anyway.

In either case, a monster making a sunder or trip attack follows all the rules a player character uses for the attack in question, including provoking an attack of opportunity.

A monster with several natural weapons can make a sunder or trip attack with each one, provided that it uses the full attack action, and its natural weaponry is useful for the attack in question.

Note that some monsters have special trip or sunder attacks. In such cases, use the rules given in the monster's description, not the general rules discussed here. For example a wolf can make a free trip attempt when it hits with its bite attack and does not provoke an attack of opportunity when doing so. Likewise a bebilith's rend armor attack is similar to a sunder attack, but it works only on a foe's armor, and only when the bebilith hits with both claws. Rend armor doesn't provoke an attack of opportunity.

What happens when a creature with multiple natural

weapons gets to make an attack of opportunity? Does it have to use its primary natural weapon? What happens if the creature has a pair of primary weapons, such as a bear's two claws.

An attack of opportunity is a single melee attack; no matter how many weapons or natural weapons the creature making the attack has available.

When a creature with natural weaponry makes an attack of opportunity, it can use any natural weapon it has. If it decides to use a secondary weapon, however, it suffers the usual -5 attack penalty for a secondary attack (or -2 if it has the Multiattack feat), and it applies only half its Strength bonus on damage if the attack hits.

How does poisoning (or any other ability draining effect) work, exactly? Can a character get ability damage through poison several times from one monster in the same encounter? Can there be more than one secondary saving throw for poison?

First, poison causes ability damage, not ability drain. You can heal ability damage on your own (unless you lose the fight and become a monster snack), but you need magical intervention to recover ability score points lost to ability drain.

In either case, there's no limit to the number of times a monster can beat down your ability scores with successful ability damage or ability drain attacks. Resolve each attack and apply their consequences separately. It's possible that a monster could have an ability drain or ability damage attack that could not affect the same foe multiple times, but that would be a special case noted in the monster's description. None of the creatures in the *Monster Manual* have such a limitation.

In the case of poisons that deal ability damage, you must make a saving throw against the poison's initial and secondary effects each time a poisonous attack hits you. For example, if a Huge monstrous scorpion stings you five times, you'll have to make five initial saves and five more secondary saves, each one minute after the initial save for that attack. It's quite possible to survive a long fight with a poisonous creature only to succumb to its venom later. Smart players break out the *neutralize poison* spells, healer's kits, antitoxin, or all three after encountering venomous foes.

In the case of poisons that have nondamaging effects, such as paralysis or unconsciousness, the effects don't stack, but each one runs for its full duration.

The description for gaze attacks in the *Monster Manual* says any opponents within range of the gaze need to make saving throws. The *Dungeon Master's Guide* says any characters within range must save. Which is correct? If a creature with a gaze attack has allies, do the allies have to make saves against the gaze attack? Is it possible for a creature to suppress its own gaze attack? If so, how?

The *Dungeon Master's Guide* is correct. Anyone, ally or enemy, who looks into the eyes of a creature with a gaze attack has to save against the attack. Allies, however, can avert their eyes from the creature with the gaze attack and avoid having to make saving throws 50% of the time; this doesn't provide complete protection, but it helps. The creature with the gaze attack gains concealment relative to its allies that are averting their eyes, but since those allies probably aren't going to attack the creature, that's not a big concern.

Since looking into the eyes triggers a save against a gaze attack, the creature with the attack can stop using its gaze

simply by closing its eyes; this is not an action, and the creature can do so anytime, even when flat-footed or during another creature's turn. The creature is blinded so long as it keeps its eyes shut. The creature also can veil its eyes with a translucent cloth. This stops the gaze attack, but all other creatures have partial concealment (20% miss chance) relative to it.

The text on page 289 in the *Dungeon Master's Guide* says a supernatural ability cannot be dispelled. Table 8-1 on the next page, however, says it can. Which one is right? If supernatural abilities cannot be dispelled, can they be removed or countered in other ways? What would happen, for example, if a medusa turns my character to stone? Can anything restore my character?

The table is wrong. While you cannot dispel a supernatural ability with the *dispel magic* spell, you can remove or reverse its effects on an area, object (but not one in the supernatural ability user's possession), or creature (but not the ability user itself) in other ways. For instance, the petrified victim in your example can be restored through a *break enchantment* spell or a *stone to flesh* spell. Supernatural effects are not subject to counterspelling, but some of them can be countered in other ways if they have the right descriptor (or if they duplicate spells with the right descriptor). For example, the darkmantle's supernatural darkness ability duplicates the 2nd-level *darkness* spell, which has the darkness descriptor. This ability counters and dispels any light effect of its level or lower, and the 3rd-level *daylight* spell (which counters and dispels all darkness effects of its level or lower) negates the darkness created by a darkmantle's darkness ability.

Likewise, spells such as *dispel evil* can remove supernatural enchantment effects if they duplicate spells that can otherwise be dispelled. For example a *dispel evil* spell will remove a vampire's *dominate person* effect from a victim. Similarly spells that block mental control, such as *protection from evil* or *magic circle against evil*, suppress the effects of a vampire's *dominate person* ability, as noted in their spell descriptions.

What happens if you fight a carrion crawler or ghoul and get hit with several different paralyzing attacks at once? Do you have to save against each one? If so, is the duration of the paralysis extended for each failed save or do the effects run concurrently? What happens if you later receive a spell such as *remove paralysis*? Will it take more than one spell to remove all the paralysis effects?

As with poison, you have to make a saving throw for each paralyzing attack that hits you. If you fail your save more than once, the paralysis effects don't stack. The effects overlap and you stay paralyzed until the effect with the longest duration wears off. Likewise, if you become paralyzed and are later affected by another paralysis effect, you remain paralyzed from the time the first effect started until the last effect ends.

Generally, overlapping effects remain in place until all their durations run out or they're all negated somehow. In the case of the various "remove" spells in the *Player's Handbook* (*remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, and *remove paralysis*), one spell removes all the overlapping effects that currently affect you, provided that those effects are subject to the spell. For example, if you have four overlapping paralysis effects, one *remove paralysis* spell deals with them all. When such a spell allows you a new saving throw against an effect rather than simply removing it (as *remove paralysis* does when the caster splits it among several recipients), make

one saving throw against the overlapping effect with the highest save DC. If that save is successful, the spell removes all the overlapping effects. If the save fails, the spell has no effect.

Is there any limit on the number of chains a kyton can control during a single day with its dancing chains ability? The monster description says the kyton can control only four chains at once, but what happens if a controlled chain is destroyed or dragged out of range? Controlling chains is a standard action, but does the number of chains the kyton controls affect that at all? Is controlling four chains still a standard action? Do the chains have face to worry about (by which I mean, do they require a certain amount of space in order to fight) like a Tiny animated object would? Or could four animated chains all fit in a 5-foot square? How do the chains make saving throws? Are they unattended nonmagical objects (assuming the chains were nonmagical before being animated)? Are they attended nonmagical objects or attended magical objects? Are they creatures? What happens when an energy effect, such as fire, hits the chains? Does their hardness reduce the fire's damage?

Using the dancing chains ability to control chains is always a standard action for a kyton, no matter how many it already controls, what it decides to make them do that round, or how long the kyton has controlled them previously. For example, controlling four chains so that they attack four different foes is a standard action for a kyton. The following round, the kyton can use another standard action to control those four chains (or any other four chains in range) again. There's no limit to the number of different chains the kyton can control in a day, but it can't control more than four at once.

Treat a kyton's dancing chains like a spell effect. They have a location on the battlefield, but they don't take up any space. Dancing chains can attack anything within 15 feet of their location. They attack only when the kyton uses a standard action to make them attack and do not make attacks of opportunity.

Dancing chains make saving throws as unattended magical objects. Use the kyton's caster level to determine their save bonus; the standard kyton from the *Monster Manual* has a caster level of 8 (because it has 8 Hit Dice), so its dancing chains have a saving throw bonus of +6 (2 + 1/2 caster level).

Acid, sonic, and force attacks ignore hardness. Hardness applies to cold, electricity, and fire attacks.

Although they are not creatures, the dancing chains take damage from spells as though they were (in much the same way that *Evard's black tentacles* or the various *Bigby's hands* do). So, the dancing chains take normal damage from cold attacks (not quarter damage as inanimate objects do) and they're subject to damage from *magic missile* spells. Spells that don't deal damage generally won't harm the chains unless they also affect objects.

Chapter 10 in the *Player's Handbook* says a spellcaster must have one hand free to cast a spell with a somatic component, and the caster must have any material components in hand already if he doesn't have a free hand. So, how does a creature like a naga cast spells at all? Nagas don't have hands!

Creatures that have hands indeed need at least one free hand to cast spells with somatic or material components (or both).

Creatures, that don't have hands don't need hands to cast

spells (see page 315 in the *Monster Manual*). They use body movements to complete somatic components and use material components either by touching them (but not if they're in another creature's possession) or by having them somewhere on their bodies. A naga might carry material components stuck to its scales or even temporarily swallow them.

How tall is a Medium creature? How about Large or Huge? I appreciate the example creatures given in the *Player's Handbook* and *Dungeon Master's Guide*, but when advancing monsters, or even when trying to give accurate descriptions during a game and answering my players' questions, comparative size doesn't help too much. (For example, if it is as big as a purple worm, how big is a purple worm?) If an actual listing could be given, such as anything 4 to 7 feet tall is Medium, 7 to 15 feet is Large, 15 to 30 feet is Huge, and so on, it would be of immense use.

You'll find creature size listings in the *Monster Manual* glossary; see the Size entry and Table 7-1: Creature Sizes on page 314. Be sure to read the notes accompanying the table.

I was wondering about ghosts making physical attacks. The text on the incorporeal subtype in *Monster Manual* glossary says that these creatures lack a Strength score. The ghost template has the incorporeal subtype and the example ghost has a Strength score. The template makes no exception for ghosts having a Strength score. Do ghosts have this Strength score just when manifesting? Can ghosts use Power Attack if they lack a Strength score? How do ghosts attacking with ghost touch weapons work as far as damage modifiers from Strength? When using a ghost touch weapon, does a ghost still make an incorporeal touch attack? If a ghost lacks a Strength score, how can they physically move things in the Material Plane or Ethereal Planes? Does a ghost's Dexterity modify only incorporeal touch attacks?

Ghosts have Strength scores in spite of having the incorporeal subtype. A ghost on the Ethereal Plane is not incorporeal.

A manifested ghost functions on the Material Plane exactly like an incorporeal creature does. A manifested ghost can't exert any Strength on the Material Plane and cannot manipulate any objects unless it has the telekinesis power or unless it has the malevolence power and successfully uses it to take over a corporeal body (in which case it has whatever Strength score the body has). A ghost touch weapon also allows a ghost to exert Strength on the Material Plane.

A manifested ghost using a *ghost touch* weapon against a foe on the Material Plane makes a normal attack against the target's normal Armor Class (not an incorporeal touch attack). If the attack is a melee attack, the ghost's Strength modifier (not its Dexterity modifier) applies to the attack. A ghost with the Weapon Finesse feat can use its Dexterity modifier for a melee attack with a ghost touch weapon. If the ghost has the Power Attack feat, it can use that feat with a *ghost touch* weapon.

A ghost on the Ethereal Plane uses its Strength score in the same manner as any other creature on the plane does.

The entries for all the golems in the *Monster Manual* say that golems have magic immunity, which is supposed to allow golems to completely resist most magical and supernatural effects except for specific ones listed in each golem's description. (Most of those heal, slow, or damage

the golem.) Can you cast beneficial spells on a golem? For example, can you turn a golem invisible? Can you teleport one? Could you cast *darkness* on a golem? How about *fly* or *reverse gravity*? To put it another way, if you are not trying to directly cause damage or drastically alter the golem (such as with a *polymorph* spell), will the spell work? Clearly, if you cast *darkness* on yourself and the golem attacks you, once it moves into the area of darkness, it can no longer see you. But can you cast *darkness* on the golem? Could a golem use a magic item, such as a *ring of invisibility*?

As noted in each golem's entry, a golem resists any spell or spell-like ability that allows spell resistance. (In previous versions of the D&D game, golems were impervious to most supernatural effects as well, but that is no longer the case.) In most cases, you can tell if a spell or spell-like ability works on a golem simply by looking up its spell resistance entry. Let's take a quick look at the effects you've listed:

Invisibility: You cannot turn a golem invisible with any version of the *invisibility* spell. (They all have spell resistance entries of "yes.") This immunity to being made invisible doesn't mean the golem has any special ability to see or detect invisible creatures or objects.

Teleport: The spell resistance entry for the various versions of the *teleport* spell is "no," at least for creatures. Note that when you're using the *teleport* spell, you teleport yourself and other willing creatures. Unless you can command the golem (and you probably don't unless you created the golem), it probably isn't willing to accompany you and would receive a saving throw to resist.

Darkness: You can't cast a *darkness* spell on yourself, on a golem, or any other creature—only on an object (see the spell description). Golems have no special ability to see through darkness (and the spell resistance entry is "no"). The *silence* spell provides a better example of how a golem's magic immunity (and spell resistance in general) works. You can cast *silence* on a creature, and when you do so, spell resistance applies (see the spell description). A *silence* spell automatically fails if you try to cast it on a golem.

Once a *silence* spell is operating, silence reigns throughout the emanation the spell creates. If a golem moves into the emanation, the golem still cannot hear or make any noise.

Fly: You can't use a *fly* spell to make a golem fly (the spell resistance entry is "yes").

Reverse Gravity: This spell's spell resistance entry is "no," so it affects a golem as readily as it affects any other creature or object.

Note that a golem cannot voluntarily lower its magic immunity so that it can receive a harmless spell, but a golem's magic immunity does not extend to magic the golem uses on itself (just as spell resistance doesn't apply to such effects). A golem can make use of any magic item that works continuously or is use activated (provided whoever commands the golem is on hand to put the item on the golem or order the golem to pick it up). Being mindless, a golem cannot use any item activated by command, spell, or spell completion.

In a game I run, one of my players tried to use *Mordenkainen's disjunction* on a golem. The spell failed to get through the *antimagic field* provided by the golem's creator, so I didn't have to make a ruling this time. My question is, would it have worked? Is a golem more of a creature, having been listed in the *Monster Manual*, or a magic item, as it's created just like one? On that subject, a

golem is immune to magical effects, would this include *Mordenkainen's disjunction*? That is, is a golem a magical effect for purposes of resolving a *Mordenkainen's disjunction* spell?

You can't disjoin a golem because a golem is a creature, not a magic item or magical effect.

Anything that has both a Charisma score and a Wisdom score is a creature, not an object. *Mordenkainen's disjunction* would destroy any magical effect a golem was using, such as a slow effect from a stone golem.

Are afflicted lycanthropes supposed to have worse damage reduction than natural lycanthropes, or is the text to that effect in the *Monster Manual* an error? Are afflicted lycanthropes really unable to pass on lycanthropy? Is that an error, too?

Afflicted lycanthropes do indeed have lower damage reduction ratings than natural lycanthropes, since they are meant to be less powerful than their natural counterparts.

Afflicted lycanthropes also cannot pass on the curse of lycanthropy, although natural ones can. This was a calculated decision that prevents one afflicted PC from deliberately infecting the rest of the party. It also puts a sanity cap on the campaign-wide implications of a "werewolf plague."

How should a character afflicted with a template (such as a PC who becomes a werewolf) deal with his newly acquired level adjustment? What if he later gets rid of the lycanthropy?

The simplest method to adjudicate this is to use the character's new ECL to determine the point at which he gains his next level. A 4th-level barbarian who contracts lycanthropy from a werewolf (and thus gains 2 Hit Dice and a +2 level adjustment) becomes an ECL 8 character, and thus wouldn't gain another class level until his XP total would advance him to 9th level. In the short term, this means the character has an advantage over his comrades (since he hasn't yet "paid" for his level adjustment), but this is a self-correcting problem.

If the curse of lycanthropy is later lifted, the character loses the level adjustment. Technically speaking, he should then gain any class levels "due" to him according to his XP total. At the DM's option, these levels could be applied gradually rather than all at once. One option might be to give the character one level immediately and then two class levels every time he would gain a single level until his character level is appropriate for his XP total. This makes the change less abrupt, but also represents a significant penalty to the character, so this option should be used only if everyone is comfortable with it.

If a spectre strikes my 1st-level pixie rogue, does he gain 2 negative levels (because his effective character level is 6) or does he die (because he has only 2 HD)?

Technically, both effects occur, but only the latter really matters to your character. A high level adjustment (such as the pixie's +4 LA) means that the character is particularly vulnerable to effects based on his Hit Dice (including spells such as *sleep* or effects such as *energy drain*). A 2-HD pixie who gains two or more negative levels dies immediately (just as any 2-HD character would).

Can the holy touch power of the saint template (from *Book of Exalted Deeds*) deal nonlethal damage? If not, can my saint choose not to deal holy damage, in instances where he would rather subdue a foe rather than kill it?

The saint can't choose for his holy touch damage to be nonlethal damage, just like a fighter wielding a +1 *flaming sword* can't choose for the fire damage to be nonlethal (even if the base weapon damage is nonlethal). The saint can't turn this power off. (In general, special abilities that don't involve activation can't be turned off.)

Can an undead shadow pass through walls, floors, and ceilings like a ghost can? Can it walk through shadows as in the *shadow walk* spell?

Shadows are incorporeal, so they can move through walls and other solid objects. See the description of the incorporeal subtype in the *Monster Manual's* glossary.

Shadows do not have a shadow walk ability; if they did it would be mentioned in the shadow's creature description in the *Monster Manual*.

Is it possible to poison a troll or does its regeneration power prevent that? What happens if you use a poison that deals damage every round? Will the troll regenerate that damage without neutralizing the poison?

The regeneration special quality doesn't defeat poison. Most poisons in the D&D game deal ability damage and a troll or other regenerating creature remains susceptible to all forms of ability damage. It's even possible to slay a troll or other regenerating creature through Constitution damage. When a poison has a nondamaging effect, such as paralysis, regeneration doesn't defeat that either.

Poisons in the D&D game have an initial effect and a secondary effect; they don't have round-by-round effects. It's certainly possible to have some substance or special attack that deals damage every round, but such a substance is not a poison (at least not in the game sense of the term). A regenerating creature takes nonlethal damage from such an effect, and it regenerates that damage. Of course, the effect might deal a type of damage the creature can't regenerate (such as acid damage dealt to a troll). In any case, the regeneration quality doesn't neutralize the damaging effect.

Miscellaneous

The *Dungeon Master's Guide* says a character has a 5% chance to expose himself to a poison whenever a character applies it to a weapon or otherwise readies it for use. While the first part is pretty clear, I'm a bit undecided what "otherwise readies it for use" refers to. Does the "it" stand for the poison or does it mean the weapon (so whenever the character readies the poisoned weapon for use) itself?

In this case, "it" applies to the poison. You have a chance to poison yourself when you put the poison on a weapon or when you put it on anything else where someone could be affected by said poison. Note that you also have a chance to poison yourself whenever you get a natural 1 on your attack roll when wielding a poisoned weapon.

Let's say a character encounters a trap and sets it off without being aware of the trap ahead of time. Now let's say you are the DM and you roll for the trap to see if it makes the hit but it fails. If a trap is triggered it cannot miss (unless it was broken or didn't work); it has to be dodged. What are you supposed to tell the player if you are the DM? You cannot just say, "You jump out of the way," because you can't control the PCs actions. How would you solve this dilemma? What should you tell the player?

First, some traps certainly can miss; that's why they're assigned attack values. Perhaps the trap's mechanism doesn't work all that consistently, or perhaps the trap actually tracks and attacks its targets the way a creature would. Any trap that can't miss and has to be dodged should use a Reflex save, not an attack roll.

In any case, you, as the DM, have three basic choices:

Tell the player the trap missed the character. It is not necessary to elaborate.

Tell the player the character dodged the trap. It's perfectly okay to assume small, involuntary actions on the part of a character, especially when they work to the character's benefit. You do indeed want to avoid dictating any character action that the player normally would think about before actually deciding to do it. For example, it's bad to inform a player that her character has just opened a door or picked up an object—your job as the DM is to explain that the door or object is there and then get on with the game once the player decides what to do about it. On the other hand, it's just as valid to dictate any purely reflex action that might occur as a result of the player's decision. Let's say a character walks past a door without giving it a second glance. If the door bursts open thereafter, it's fine to tell the player that the sudden event startles the character and sends a shiver through her body. The effect is harmless and is simply added as part of the game's narrative. Likewise, if a character picks up an object that turns out to be searing hot, it's okay to inform the player that the character has dropped the object. In this latter case, the player might legitimately object. If so, you can allow the character a check or saving throw (perhaps a Concentration check) to hold onto the item.

Finally, you could simply tell the player nothing. Perhaps the character didn't notice the trap at all; however, a Spot or Listen check might be in order just to determine if the character noticed something amiss.

The table of wind effects in the *Dungeon Master's Guide* has a column that shows a DC. I don't understand this. What is the DC for?

It's the DC for the Fortitude save a creature makes to resist the wind effect shown on the table. For example, in a strong wind, a Tiny or smaller creature has to make DC 10 Fortitude save or be knocked down.

Does an enhancement bonus to an ability score raise the actual score (for example, a 16 Dexterity raised to a 20 Dexterity in the case of a *cat's grace* spell) or does it raise that ability's bonus (for example, a +3 modifier [from a 16 Dexterity] +4 *cat's grace* = +7 Dexterity modifier)?

An enhancement bonus to an ability score raises the score (and therefore the corresponding bonus by the proper amount). If your Dexterity is 16 and you get a +4 enhancement to Dexterity from *cat's grace*, your new score is 20 (+5 bonus).

What's the difference between ethereal and incorporeal? I understand that an ethereal creature is on another plane, but the plane is in the same place as the Material Plane.

Incorporeal has a very specific definition in D&D. An incorporeal creature is a creature present on the Material Plane, but insubstantial and incapable of being touched by nonmagical matter or energy. It is visible to viewers, although it typically appears translucent. Shadows, spectres, and wraiths are incorporeal.

An ethereal creature is a creature that exists on the Ethereal Plane (a transitive plane described in the *Dungeon Master's Guide* and *Manual of the Planes*). In fact, you could simply replace the term "ethereal creature" with "creature on the Ethereal Plane" and the meaning would remain exactly the same. An ethereal creature can see into the Material Plane (although the Material Plane appears muted and indistinct), but the reverse isn't true—an ethereal creature is totally invisible to creatures on the Material Plane. Ethereal creatures can't affect the Material Plane, and thus they move easily through creatures and objects on the Material Plane.

What's the difference between a manifesting incorporeal ghost and an ethereal ghost that isn't manifesting? Aren't they both incorporeal? You can't see the nonmanifesting ghost, but he's still ethereal and therefore incorporeal, right? If the nonmanifesting ghost is incorporeal, but solid on the Ethereal Plane, can't it still use its incorporeal touch on foes but do so from effective invisibility? What about its other ghost abilities?

While both a manifested and nonmanifested ghost share certain abilities to ignore most effects from the Material Plane, they are not both "incorporeal" in a strict sense. A ghost that is manifesting on the Material Plane is an incorporeal creature, and it enjoys all the benefits and hindrances of that state.

A ghost that isn't manifesting is ethereal, but is not treated as an incorporeal creature. A nonmanifesting ghost can't use its incorporeal touch attack on material or ethereal foes—it can't interact with material foes due to its ethereal state, and it interacts with ethereal foes just as though it is corporeal. The only power that a ghost can use against material foes while it is ethereal is malevolence.

Can a ghost use its ghost abilities on ethereal targets while not manifesting? What about when it is manifesting? Can a ghost perceive the Ethereal when it is manifesting?

A ghost on the Ethereal Plane can use any of its special attacks that don't rely on incorporeality on other ethereal creatures. This would include corrupting gaze, frightful moan, and telekinesis, but not corrupting touch or draining touch (since both require the ghost to hit a living target with its incorporeal touch attack, which it doesn't possess while ethereal), and not malevolence (since that power requires the ethereal ghost to merge its body with a creature on the Material Plane).

A ghost that has manifested on the Material Plane has the same limitations on seeing and affecting ethereal foes as other material creatures do. Thus, only its corrupting gaze could affect an ethereal creature (although to target a specific foe with corrupting gaze would require the ghost to be able to see the target).

The Ethereal Plane is only coterminous to the Material Plane. So if a ghost encountered a planar curtain on the Ethereal Plane, or if it could cast *planeshift*, could it go to another plane? If so, would it be manifested and incorporeal or solid on any other plane?

A ghost can't become ethereal from any plane but the Material Plane, and it cannot exist ethereally on any plane not coterminous with the Ethereal Plane. Also, a ghost can only manifest (that is, become non-ethereal but incorporeal) by going from the Ethereal Plane to the Material Plane. Thus it can't "manifest by default" when going from the Ethereal Plane to some plane other than the Material Plane, and it therefore can't travel to other planes (besides the Material Plane) from the Ethereal Plane.

The only option a ghost on the Ethereal Plane has is to manifest to the Material Plane, which renders him incorporeal but not ethereal. Once manifested on the Material Plane, the ghost could travel to other planes (just like anyone else), but it couldn't become ethereal while on such a plane.

Assuming I know where it is, can I target an ethereal creature from the Material Plane with spells? My DM says I don't have line of effect for my spell because the creature is on another plane, but the *Dungeon Master's Guide* gives *magic missile* as an example of a spell that can affect ethereal targets.

Since force effects from or on the Material Plane are specifically defined as being able to affect ethereal creatures, they are treated as having line of effect to an ethereal foe even though the foe is technically on another plane. The same is true of gaze attacks and abjuration effects. Of course, you still have to be able to see the ethereal foe to specifically target it with *magic missile* or a gaze attack (spells or effects that don't require specific targets function normally even if you can't see the ethereal foe).

If force effects can hurt an ethereal creature from the Material Plane, does the reverse hold true? Can an ethereal creature attack creatures on the Material Plane with force effects? If they can, can they target them through walls and other physical barriers that exist on the Material Plane?

No magical attacks cross from the Ethereal Plane to the Material Plane, including force effects, unless the effect specifically allows such to occur (such as the ghost's malevolence power).

Can ghost touch weapons affect ethereal creatures?

No. An ethereal creature, while insubstantial, is not strictly

defined as an "incorporeal" creature and thus it can't be affected by a ghost touch weapon wielded by a material opponent.

What happens when a wall is built on the Ethereal Plane? Can someone using *true seeing* see through it and target ethereal creatures behind it? If you can't see through it, what if there's a hole in the wall? Could you target them then?

Solid objects are very rare on the Ethereal Plane, since no resources are present there to create them. Most objects on the Ethereal Plane were created elsewhere then magically transported to the Ethereal Plane (as described on page 56 of *Manual of the Planes*).

An ethereal wall would be visible to someone using *true seeing* (or a similar effect). The rules don't describe whether such objects block line of sight, but it's reasonable to assume that they do. Thus, an ethereal wall would be visible as a wall to a creature that can see ethereal objects. Even though the creature could distinguish the wall from a material object, it still blocks vision (and thus line of sight) just as a normal wall would. A creature can look through an ethereal wall with a hole in it, and the creature could then target ethereal creatures behind the wall.

Does an ethereal object block force spells cast against targets on the Material Plane? If force spells affect incorporeal creatures, and stuff on the Ethereal Plane is incorporeal on the Material Plane, doesn't an ethereal wall get in the way? If so, does it get in the way of force effects such as *mage armor*, thus stopping a PC protected by such an effect from moving through?

An ethereal wall would block force effects cast on the Material Plane. In essence, a creature affected by *mage armor* is "wearing" a suit of armor made of force—a suit of armor that can't pass through ethereal objects. His weapons, spells, and so on still can't affect ethereal objects any more than they normally could.

Can an ethereal creature or a ghost that isn't manifesting (and thus has a Strength score) grapple someone wearing *bracers of armor* or who has the *mage armor* spell cast on them? What about an incorporeal creature, such as a spectre? What if it's the other way around? Can a person that has a *mage armor* effect on him bull rush an ethereal ghost or an incorporeal spectre?

Mage armor and *bracers of armor* aren't powerful enough to allow a material creature to interact normally with either incorporeal or ethereal opponents (or vice-versa). While the armor bonus from the *mage armor* spell or *bracers of armor* applies against incorporeal touch attacks, it doesn't turn the affected creature into a force effect himself. A monk wearing *bracers of armor* can't affect incorporeal or ethereal creatures with her unarmed strikes any more easily than she normally could, and neither could a fighter "wearing" *mage armor* bull rush an incorporeal or ethereal foe.

How can I keep ethereal characters from wrecking my adventure? They can go anywhere they want in the dungeon and can't be affected by most monsters.

Ethereality is indeed a powerful tool in the hands of crafty adventurers. That said, it doesn't have to ruin a DM's plans. Just as a DM must remember to account for powerful divinations, teleportation, and other potentially plot-derailing

effects wielded by high-level characters, the DM must examine the effects of etherealness on an adventure.

Ethereal jaunt is the most common tool used by PCs, which allows a 13th-level cleric or wizard (or a 14th-level sorcerer) to become ethereal for a brief period of time. In this case, two major issues limit the spell's effectiveness. First of all, the spell affects only a single creature: the spellcaster. This means that the ethereal spellcaster is on his own against any ethereal foes he might encounter (or against material foes who can see and affect ethereal creatures). Don't hesitate to roll on the Ethereal Plane Encounters table in Chapter 5 of the *Dungeon Master's Guide* from time to time—most of these foes pose a significant challenge to a single character, even one of a level capable of casting *ethereal jaunt*. (Treat a roll of 01–80 as “no encounter” unless you haven't determined what non-ethereal creatures live in the area.) Even a single encounter between the ethereal sorcerer and a pack of phase spiders or a hungry devourer could limit the use of this tactic to crucial situations.

The second limitation is the short duration of the spell—a single round per caster level. The caster likely has little more than a couple of minutes to explore the area and return to safety. The DM should be very strict in timing the ethereal character's activities, and she might even require Intelligence checks to allow the ethereal character to retrace his path correctly (particularly if the ethereal character is winding his way through a complex dungeon, or passing through a lot of walls). Woe to the ethereal character who loses track of time or gets lost while exploring, as he might find himself materializing in hostile territory or, perhaps worse, inside a solid object (at which point he is shunted to the nearest open space, taking 1d6 points of damage per 5 feet shunted).

At higher levels, the *etherealness* spell addresses both of these limitations, but ethereal encounters are still entirely possible. Also, high-level foes (particularly spellcasters) should be equally aware of such options, and might well install protections or guardians against such tactics. That doesn't mean that every high-level adventure should include a half-dozen devourers guarding the site from the Ethereal Plane, or that every wizard's tower must be built with *walls of force*, but it does mean that smart opponents should take every reasonable effort they can afford to guard themselves against likely avenues of invasion. Occasionally thwarting the PCs' traditional modes of operation is a good way to keep players on their toes.

Remember that the Ethereal Plane isn't coexistent with any plane other than the Material Plane. Adventures on other planes don't allow ethereal scouting or infiltration, and thus make good changes of pace for high-level characters used to such tactics.

How does the Plane of Shadow mimic the Material Plane without the people on it doing all the things that people on the Material Plane do (like building structures and tearing them down)? Do buildings change themselves? What force decides when things change and what changes?

The Plane of Shadow is a morphic plane, where landmarks are continually in flux. Buildings and other objects often reflect the reality of the Material Plane (or a twisted version thereof), but this is entirely due to the influence of the Plane of Shadow itself, and not because of any efforts of the native creatures (or shadowy parallels) living on that plane. Neither can efforts on the Material Plane necessarily result in specific results on the Plane of Shadow—while building a new castle on the Material

Plane likely results in a shadowy parallel appearing on the Plane of Shadow, the layout, architectural style, or even the precise location itself almost certainly varies from the Material Plane structure. Anyone seeking to “outsmart” the Plane of Shadow in this manner is in for a disappointment.

Can you clarify how Challenge Ratings for traps work? Is the CR of a trap intended to be equivalent to the CR of a monster? If so, does the party (or the party's rogue) gain experience for overcoming a trap of a given CR? Are traps limited to a maximum CR of 10 or is that just the toughest level for which sample traps are listed in the *Dungeon Master's Guide*?

A trap's CR means the same thing that a monster's CR does—it rates the relative threat of the trap, and indicates the XP award granted to the party for overcoming it. A trap is overcome either by disarming it—which gives XP to the whole group, not just the character responsible for disarming it—or simply for setting it off and suffering its effects, for which no XP is awarded.

Traps above CR 10 aren't included in the rules because the XP award for such traps wouldn't necessarily be appropriate to the trap's challenge. At a certain point, it becomes nearly impossible to adequately rate a trap's challenge for high-level PCs. Not only are Search and Disable Device skill modifiers extremely high, but it's difficult for a trap's effect (typically a one-shot effect) to be balanced to challenge but not wipe out characters. Challenge Rating 10 traps already include instant-death effects, and it's tough to get more dangerous than that.

How much XP is an EL 5 encounter worth? The *Dungeon Master's Guide* doesn't have information on giving out XP by Encounter Level.

Encounter Level (EL) is purely a rough measurement of how much challenge a particular encounter presents. It has no mechanical function in the game—it's just a numerical value that lets the DM know whether a particular collection of monsters makes an appropriate encounter for the party. In general, an encounter with an EL that equals the party's average level is expected to use up about 20% of the party's resources. Encounter Level helps the DMs using published adventures—since it lets him evaluate at a glance if a particular room's inhabitants are appropriately tough for his PC group—as well as DMs writing their own adventures, who can build encounters targeting a particular EL by assembling a group of varied monsters.

There's no set XP award for each EL. Rather, XP is awarded based on the CRs of the monsters that make up the encounter. A single monster of CR 5 is an EL 5 encounter, but so is a pair of CR 3 monsters, or a CR 4 monster and two CR 1 monsters, and so forth. Each variation likely awards a different total of XP, though the totals are likely to be in a similar range.

See “Challenge Ratings and Encounter Levels” in Chapter 3 of the *DUNGEON MASTER's Guide* for more details on how to use these two terms in your game.

If I give a monster a powerful magic item, should I increase its CR?

Yes, but only if the item has a dramatic effect on the monster's statistics. Remember that increasing a monster's CR by even a single point can increase the XP award by 50%, so it shouldn't happen very often.

There's no hard-and-fast rule for adjudicating this, but a general rule of thumb might be this: To increase a monster's

CR by +1, the added equipment should make it function as if it were at least a level or two tougher than normal (including hp, attack modifier, damage, saves, and so on). Changes smaller than that aren't enough to merit a CR change but might still merit an ad hoc XP adjustment (such as +10% or so). In the long run, it's probably not worth the DM's time to adjust XP awards too much, though.

Giving a CR 3 ogre a masterwork greatclub makes it marginally tougher, but certainly not as tough as a CR 4 monster. Giving it full plate armor, an *amulet of health* +2, and a +1 *flaming greatclub* increases its AC by 4 points, its hp by 4, its Fortitude save by +1, its attack by +1, and its damage by 4 or 5 points per swing, which might well merit an increased CR. (Of course, it still has poor Reflex and Will saves, making it just as vulnerable to many effects, so it's arguable that this ogre isn't truly a CR 4 monster.) The right two or three extra potions might well change a 1st-level warrior from CR 1/2 to CR 1 if the potions had a great effect on his AC, attack modifier, hp, and damage rolls, but the same potions probably wouldn't alter the CR of a frost giant (since they reflect a smaller change, relative to the giant's original statistics).

Remember also that many monsters, including all NPCs, are assumed to have equipment already. Don't adjust the ogre barbarian's CR for the gear he gets from his class levels, or the dragon's CR for the magic items it's using out of its hoard. A dragon wielding a *staff of the magi* or *sphere of annihilation* might merit a CR adjustment, but one wearing a *ring of protection* and carrying a few potions certainly wouldn't.

Player's Handbook v.3.5 Errata

Errata Rule: Primary Sources

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Animal Companion

Player's Handbook, page 36

Contrary to the text, a druid's animal companion is not treated as a magical beast; it remains an animal.

Trim the first paragraph of the sidebar so that it reads as follows:

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Special Mount

Player's Handbook, page 44

Text doesn't mention what level of spell this spell-like ability represents.

After the first sentence of the second paragraph, insert: This ability is the equivalent of a spell of a level equal to one-third the paladin's class level.

Rogue Proficiency

Player's Handbook, page 50

Add "sap" to the list of weapons with which a rogue is proficient.

Change text to read as follows:

... plus the hand crossbow, rapier, sap, shortbow, and short sword.

Listen

Player's Handbook, page 78

Under the "Listen DC Modifier" header, the last two numbers are wrong.

Change -1 to +1; change -5 to +5.

Run

Player's Handbook, page 99

How fast can you run in medium armor? Feat description contradicts PH pages 144 and 163.

Change the feat description as follows:

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you . . .

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and . . .

Overrun

Player's Handbook, page 148

It's not possible to overrun as part of a charge.

Delete "or as part of a charge" from this paragraph.

Soft Cover

Player's Handbook, page 151

Soft cover works against ranged attacks, not melee attacks.

In the first sentence of the paragraph, change "melee" to "ranged."

Attacking on a Charge

Player's Handbook, page 155

It's not possible to overrun as part of a charge.

Delete text from the second paragraph so that it reads:

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Overrun

Player's Handbook, page 157

It's not possible to overrun as part of a charge.

Delete "or as part of a charge" from the first sentence of the first paragraph.

In the "Step 3" paragraph, delete the sentence that refers to making the overrun as part of a charge.

Blasphemy

Player's Handbook, page 205

Range and area figures are inconsistent.

Change range from 30 ft. to 40 ft.

Chaos Hammer

Player's Handbook, page 208

The slowed effect is described differently here from what's said in the *slow* spell.

Delete the two sentences beginning with “A slowed creature.”
Insert the following text just before the end of the first sentence of this paragraph:
(see the *slow* spell)

Darkvision

Player's Handbook, page 216
Stat block contains two Saving Throw entries.
Delete “Saving Throw: None”

Area Dispel

Player's Handbook, page 223
The area affected by an area dispel use of *dispel magic* is given as a 20-ft.-radius burst in one place and a 30-ft.-radius in another.
In the middle column, about halfway down, change “30-foot radius” to “20-foot radius.”

Divine Favor

Player's Handbook, page 224
Changes to the spell's description are noted in **boldface** type:
Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, **maximum +3**). The bonus doesn't apply to spell damage.

Glibness

Player's Handbook, page 236
In second paragraph of description, “divination” is incorrect because *zone of truth* (mentioned as an example of a divination) is not a divination spell.
Change the second paragraph to read as follows:
If a magical effect is used against you that would detect your lies . . . , the user of the effect must succeed on a caster level check Failure means the effect does not detect your lies or force you to speak only the truth.

Polymorph Any Object

Player's Handbook, page 263
Top right: *baleful polymorph* missing from spells whose effects can be duplicated by this spell. Also, *transmute water to dust* is mentioned but doesn't exist any more.
Insert “*baleful polymorph*” in front of “*polymorph*.”
Change “*transmute water to dust*” to “*transmute metal to wood*.”

Righteous Might

Player's Handbook, page 273
Changes to the spell's description are noted in **boldface** type:
This spell causes you to grow, doubling your height and multiplying your weight by 8. This increase changes your size category to the next larger one, and you gain a +4 size bonus to Strength and a +2 size bonus to Constitution. You gain a +2 enhancement bonus to your natural armor. You gain damage reduction **3/evil** (if

you normally channel positive energy) or damage reduction **3/good** (if you normally channel negative energy). At 12th level this damage reduction becomes **6/evil** or **6/good**, and at 15th level it becomes **9/evil** or **9/good** (the maximum).

Scrying

Player's Handbook, page 274
Descriptive text contradicts itself on whether the spell allows hearing as well as vision.
Change “If the save fails, you can see (but not hear)” to
“If the save fails, you can see and hear”

Shapechange

Player's Handbook, page 277
Second sentence of spell description is in error.
Change “more than twice your caster level in Hit Dice” to “more than your caster level in Hit Dice.” Also, change “50” to “25”

Spell Turning

Player's Handbook, page 282
The example used in the spell description is incorrect, because it makes use of a touch-range spell (*inflict critical wounds*).
In the fourth paragraph of the spell description, change the text to read as follows: “. . . targeted by a *magic missile* spell heightened to 4th level, you would turn . . .”

Stone Shape

Player's Handbook, page 284
The level of *stone shape* as a Sor/Wiz spell is inconsistent here with where the spell is located on the Sor/Wiz spell list (p. 194).
The spell list is correct; here, change “Sor/Wiz 5” to “Sor/Wiz 4.”

Transport via Plants

Player's Handbook, page 295
Transmutation school is incorrect.
Change “Transmutation” to “Conjuration (Teleportation)”

In Conclusion . . .

Wizards of the Coast supplies the preceding errata information in the hopes that it helps you better enjoy your DUNGEONS & DRAGONS® game. Errata in this file includes material that the Wizards of the Coast RPG R&D department and editors feel might affect your gameplay experience. It does not include minor, typographical errors—the sort of thing that might be fixed in a reprint but has no impact on your game. If you have questions about this errata information, or if you wish to submit potential game-affecting errata, please send a specific note (include in the subject line “Errata” followed by the book and page number, with the errata question in the body of the message) to custserv@wizards.com.

Dungeon Master's Guide v.3.5 Errata

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Ogre CR

Dungeon Master's Guide, page 38

Problem: Table at bottom right says ogres are CR 2 (without class levels). *Monster Manual* says (correctly) that ogres are CR 3.

Solution: CR numbers in the two ogre lines of the table need changing—increment all of them by 1. Also, change “2” to “3” in the note beneath the table.

Climb DCs

Dungeon Master's Guide, page 60

Problem: Climb DCs on Table 3–9 differ from what's given in the text on page 59.

Solution: On Table 3–9, change the following Climb DCs:

- Masonry 20
- Superior masonry 25
- Hewn stone 25
- Unworked stone 15

Ram Damage

Dungeon Master's Guide, page 100

Problem: Damage value for the ram given in the text disagrees with Table 3–26.

Solution: Change table entry to 3d8.

NPC Fighter

Dungeon Master's Guide, page 117

Problem: The 17th-level fighter has his Str enhanced by +2 (see top right of page), but the enhancement isn't accounted for in his gear.

Solution: Add “*gauntlets of ogre power +2*” to the 17th-level Gear entry on Table 4–16. Add “*gauntlets +2*” to the 18th-level Gear entry on the table.

NPC Monk

Dungeon Master's Guide, page 118

Problem: References to *ki* strike need fixing in three places.

Solution: In the sample 5th-level monk, change “*ki* strike +1” to “*ki* strike (magic).” In the *Ki Strike* paragraph for the 5th-level monk, delete “lawful.” In the sample 15th-level monk, change “*ki* strike +4” to “*ki* strike (lawful, magic).”

NPC Sorcerer

Dungeon Master's Guide, page 125

Problem: The 14th-level sorcerer has his Dex enhanced by +2 (see page 124), but the enhancement isn't accounted for in his gear.

Solution: Add “*gloves of Dexterity +2*” to the 14th-level Gear entry on Table 4–21, and “*gloves +2*” to the Gear entry at every higher level.

Epic Druid

Dungeon Master's Guide, page 208

Problem: Druids no longer get multiple animal companions.

Solution: Replace the Animal Companion paragraph with the following text:

Animal Companion: The epic druid's animal companion continues to increase in power. At every three levels higher than 18th (21st, 24th, 27th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by 2, its Strength and Dexterity modifiers increase by 1, and it learns one additional bonus trick.

Epic Ranger

Dungeon Master's Guide, page 208

Problem: Mention of the epic ranger's animal companion is missing.

Solution: After the Spells paragraph, insert the following paragraph:

Animal Companion: The epic ranger's animal companion continues to increase in power as normal. For rangers above 41st level, consult the epic druid for details on how an animal companion's power level increases.

Caster Level

Dungeon Master's Guide, page 215

Problem: The last two sentences in the section on Caster Level are ambiguous and potentially misleading.

Solution: Replace with this text: For other magic items, the caster level is determined by the creator. The minimum caster level is that which is needed to meet the prerequisites given.

Arrow Deflection

Dungeon Master's Guide, page 218

Problem: The first sentence is no longer accurate (Deflect Arrows feat works differently in v.3.5).

Solution: Change first sentence to read:

A shield with this ability protects the wielder from ranged attacks.

Hardness and Hit Points

Dungeon Master's Guide, page 222

Problem: The first paragraph is not consistent with similar information for shields on page 217.

Solution: Delete the first sentence after the boldface header. Change the next sentence to read as follows:

Each +1 of enhancement bonus adds 2 to a weapon's or shield's hardness and +10 to its hit points.

Vorpal Weapons

Dungeon Master's Guide, page 223

Problem: Note 2 under Table 7–14 says that a vorpal weapon must be a piercing or slashing weapon. The description of vorpal on page 226 says the ability can be applied only to a slashing weapon.

Solution: Fix the table. Change the superscript number on Vorpal to 4. Add a new note 4: "Slashing weapons only. Reroll if randomly generated for a piercing or bludgeoning weapon." Also, renumber current note 4 to be note 5.

Staff of Life

Dungeon Master's Guide, page 244

Problem: The prerequisite spells don't synch up with the staff's powers.

Solution: Change *raise dead* to *resurrection*; change CL 11th to CL 13th.

Table 7–27

Dungeon Master's Guide, page 247

Problem: The price given for a *necklace of fireballs type V* is in error.

Solution: Change 6,150 gp to 5,850 gp (to match the item description).

Table 7–28

Dungeon Master's Guide, page 249

Problem: The price given for a *necklace of fireballs type VII* is in error.

Solution: Change 9,150 gp to 8,700 gp (to match the item description).

Clay Golem Manual

Dungeon Master's Guide, page 258

Problem: The *Clay golem manual* prerequisite spells don't match the *Monster Manual* info on constructing a clay golem.

Solution: Delete references to the *prayer* spell from the *clay golem manual* description.

Stone Golem Manual

Dungeon Master's Guide, page 258

Problem: Prerequisite spells for constructing a stone golem or greater stone golem given on page 137 of the *Monster Manual* don't match those given for the *stone golem manual* and *greater stone golem manual* on page 258 of the *Dungeon Master's Guide*.

Solution: The *Dungeon Master's Guide* is correct. Add the *slow* spell to the prerequisites for each of these golems in the *Monster Manual*.

Table 7–33

Dungeon Master's Guide, page 285

Problem: The "Multiple different abilities" line is in error.

Solution: Change "Multiply higher item cost by 2" to "Multiply lower item cost by 1.5"

Table 8–1

Dungeon Master's Guide, page 290

Problem: The table indicates that supernatural abilities can be dispelled. This is not true in v.3.5.

Solution: In the Dispel row, Supernatural column, change Yes to No.

Polymorph

Dungeon Master's Guide, page 297

Problem: The description of the polymorph effect does not account for changes to that spell.

Solution: Delete the paragraph beginning "Creatures that polymorph themselves with an ability . . ."

Also, replace the last three paragraphs with the following text:

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it.

Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Slow Suffocation

Dungeon Master's Guide, page 304

Problem: This system needs to tie back into the general rules for suffocation. As it stands, no one will ever die from slow suffocation (because nonlethal damage doesn't kill).

Solution: Insert this sentence at the end of the paragraph that starts with the Slow Suffocation header:

When a character falls unconscious from this nonlethal damage, she drops to –1 hit points and is dying. In the next round, she suffocates.

Monster Manual v.3.5 Errata

Errata Rule: Primary Sources

When you find a disagreement between two D&D rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees. A monster's statistics block supersedes the descriptive text.

Another example of primary vs. secondary sources involves book and topic precedence. The *Player's Handbook*, for example, gives all the rules for playing the game, for PC races, and the base class descriptions. If you find something on one of those topics from the *Dungeon Master's Guide* or the *Monster Manual* that disagrees with the *Player's Handbook*, you should assume the *Player's Handbook* is the primary source. The *Dungeon Master's Guide* is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The *Monster Manual* is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities.

General Changes

These changes are global and apply to an assortment of creatures.

Damage Reduction

Damage Reduction is either extraordinary (Ex) or supernatural (Su). Use the following guidelines if it is not specified.

- DR X/slashing, piercing, or bludgeoning should be (Ex)
- DR X/adamantine should be (Ex)
- DR X/-- should be (Ex)
- DR X/silver or cold iron should be (Su)
- DR X/magic should be (Su)
- DR X/chaotic, lawful, holy, or unholy should be (Su)

Improved Natural Attack Feat

You can take this feat multiple times, but each time it applies to a different natural attack.

Rend

Sometimes two values are listed for rend: one on the special attacks line and one in the paragraph describing rend. The correct value is listed on the special attacks line.

Weapon Finesse Feat

Some creatures that have this feat lack the +1 base attack bonus prerequisite. Since bonus feats do not require the creature to fulfill any feat prerequisites (see page 301 in the *Monster Manual*), make the Weapon Finesse feat a bonus feat and add an additional feat (see the table below).

Creatures

Most creatures remain the same. Some only have minor errata. Four creatures underwent significant change: Deinoychus (dinosaur), megaraptor (dinosaur), gelatinous cube, and gibbering moulder. The following text amends the existing entries.

Weapon Finesse Bonus Feat Changes

Creature	Feat	Change
Pseudodragon	Alertness	+2 on Listen and Spot checks
Sprite, Grig	Stealthy	+2 on Hide and Move Silently checks
Sprite, Nixie	Alertness	+2 on Listen and Spot checks
Sprite, Pixie	Alertness	+2 on Listen and Spot checks
Swarm, Rat	Stealthy	+2 on Hide and Move Silently checks
Vargouille	Stealthy	+2 on Hide and Move Silently checks
Animals		
Badger	Agile	+2 on Balance and Escape Artist checks
Cat	Stealthy	+2 on Hide and Move Silently checks
Eagle	Alertness	+2 on Listen and Spot checks
Hawk	Alertness	+2 on Listen and Spot checks
Lizard	Stealthy	+2 on Hide and Move Silently checks
Monkey	Agile	+2 on Balance and Escape Artist checks
Owl	Alertness	+2 on Listen and Spot checks
Rat	Stealthy	+2 on Hide and Move Silently checks
Raven	Alertness	+2 on Listen and Spot checks
Snake	Improved Initiative	+4 on Initiative checks
Weasel	Agile	+2 on Balance and Escape Artist checks

Angel, Solar

Monster Manual, page 12

Problem: *Power word stun* was listed in spell-like abilities as both at will and 1/day.

Solution: It can use *power word stun* 1/day.

Beholder and Gauth

Monster Manual, page 26

The eye ray attack is a free action. Increase its bite attacks by +5.

Dinosaur, Deinonychus

Monster Manual, page 60

Medium Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+7

Attack: Talons +7 melee (1d8+4)

Full Attack: Talons +7 melee (1d8+4) and 2 foreclaws +2 melee (1d3+2) and bite +2 melee (2d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +12, Jump +26, Listen +10, Spot +10, Survival +10

Feats: Run, Track

Environment: Warm forests

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Medium)

Level Adjustment: —

Dinosaur, Megaraptor

Monster Manual, page 60

Large Animal

Hit Dice: 8d8+43 (79 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Base Attack/Grapple: +6/+15

Attack: Talons +10 melee (2d6+5)

Full Attack: Talons +10 melee (2d6+5) and 2 foreclaws +5 melee (1d4+2) and bite +5 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +8, Will +4

Abilities: Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10

Skills: Hide +9, Jump +27, Listen +12, Spot +12, Survival +12

Feats: Run, Toughness, Track

Environment: Warm forests

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: —

Dragon, Red

Monster Manual, page 77

The sample very old red dragon's typical sorcerer spells known lists *emotion*. Replace it with the *confusion* spell.

Gelatinous Cube

Monster Manual, page 201

Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: –5

Speed: 15 ft. (3 squares)

Armor Class: 4 (–1 size, –5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent

Saves: Fort +9, Ref –4, Will –4

Abilities: Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 5–12 HD (Large); 13–24 HD (Huge)

Level Adjustment: —

A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.

Gibbering Moulder

Monster Manual, page 126

The engulf ability needs additional clarification. Replace it with the following information.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC).

The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Golem, Stone

Monster Manual, page 137

Problem: Prerequisite spells for constructing a stone golem or greater stone golem given on page 137 of the *Monster Manual* don't match those given for the *stone golem manual* and *greater stone golem manual* on page 258 of the *Dungeon Master's Guide*.

Solution: The *Dungeon Master's Guide* is correct. Add the *slow* spell to the prerequisites for each of these golems in the *Monster Manual*.

Lammasu

Monster Manual, page 165

Delete the paragraph describing a breath weapon.

Mind Flayer

Monster Manual, page 186–188

Add telepathy as a special quality.

Telepathy (Su): A mind flayer can communicate telepathically with any other creature within 100 ft. that has a language.

Swarms

Monster Manual, pages 237–240

The bat swarm and spider swarm are immune to weapon damage.

Hellwasp swarm has good maneuverability for its fly speed.

Zombie

Monster Manual, page 266

All zombies have damage reduction 5/slashing. The template should have the following text under Special Qualities.

Damage Reduction 5/Slashing: Zombies are lumbering masses of flesh.

Monstrous Deities

Some creature entries, such as aquatic elves and kobolds, make reference to deities not found in the *Player's Handbook*.

Favored Weapon

Annam (giants): unarmed attack
Blibdoolpoolp (kuo-toa): pincer staff
Callarduran Smoothhands (svirfneblin): battleaxe
Deep Sashelas (aquatic elves): trident
Diirinka (derro): dagger
Eadro (locathahs, merfolk): shortspear
Grolantor (hill giants, ettins, ogres): club
Hiatea (giants, especially females): shortspear
Hruggek (bugbears): morningstar
Iallanis (good giants): unarmed attack
Iuz: greatsword
Kaelthiere (evil fire creatures): spear
Kurtulmak (kobolds): spear
Laduguer (duergar): warhammer
Laogzed (troglodytes): javelin
Lolth (driders, drow): whip
Maglubiyet (goblins, hobgoblins): battleaxe
Memnor (evil cloud giants): morningstar
Merrshaulk (yuan-ti): longsword
Panzuriel (evil sea creatures): quarterstaff
Sekolah (sahuagin): trident
Semuanya (lizardfolk): greatclub
Sixin (xill): short sword
Skerrit (centaurs): shortspear
Skoraeus Stonebones (stone giants): warhammer
Stronmaus (storm and cloud giants): warhammer
Surtr (fire giants): greatsword
Thrym (frost giants): greataxe
Vaprak (ogres): greatclub

Table A-1: Monstrous Deities

Deity	Alignment	Domains	Typical Worshipers
Blibdoolpoolp	Chaotic evil	Destruction, Evil, Water	Kuo-toa
Callarduran Smoothhands	Neutral	Earth, Good, Healing, Protection	Svirfneblin
Deep Sashelas	Chaotic good	Chaos, Good, Protection, Water	Aquatic elves
Diirinka	Chaotic evil	Chaos, Evil, Magic, Trickery	Derro
Eadro	Neutral	Animal, Protection, Water	Locathahs, merfolk
Great Mother	Chaotic evil	Chaos, Death, Evil, Strength	Beholders
Gruumsh	Chaotic evil	Chaos, Evil, Strength, War	Orcs
Hruggek	Chaotic evil	Chaos, Evil, Trickery, War	Bugbears
Kaelthiere	Neutral evil	Destruction, Evil, Fire, War (spear)	Evil fire creatures
Kurtulmak	Lawful evil	Evil, Law, Luck, Trickery	Kobolds
Laduguer	Lawful evil	Earth, Evil, Law, War	Duergar
Laogzed	Chaotic evil	Chaos, Death, Destruction, Evil	Troglodytes
Lolth	Chaotic evil	Chaos, Destruction, Evil, Trickery	Driders, drow (elves)
Maglubiyet	Neutral evil	Chaos, Destruction, Evil, Trickery	Goblins, hobgoblins
Merrshaulk	Chaotic evil	Chaos, Destruction, Evil, Plant	Yuan-ti
Panzurriel	Neutral evil	Destruction, Evil, War, Water	Evil aquatic creatures
Sekolah	Lawful evil	Evil, Law, Strength, War	Sahuagin
Semuanya	Neutral	Animal, Plant, Water	Lizardfolk
Shekinester	Neutral	Destruction, Knowledge, Magic, Protection	Nagas
Sixin	Lawful evil	Evil, Law, Strength, Travel	Xill
Skerrit	Neutral good	Animal, Healing, Plant, Sun	Centaur

Expanded Psionics Handbook Errata

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. This means that the skill list in the character chapter is correct, while the table in the skill chapter that is merely referencing that information is therefore a secondary source. Exceptions to the rule will be called out specifically.

Page 15: Thri-Kreen Racial Traits

The bullet point describing the thri-kreen's Psi-Like Abilities contains two errors.

The psi-like ability *know direction* should be changed to *know direction and location*. The psi-like ability *psionic displacement* should be changed to *greater concealing amorpha*.

Page 16: Table 1–3: Aging Effects

Elans have no Maximum Age.

Page 20: Psion Class Features—Powers Known

Under the Powers Known section, the second paragraph should begin as follows:

Choose the powers known from the psion power list, or from the list of powers of your chosen discipline. You cannot choose powers from restricted discipline lists other than your own discipline list. You can choose powers from disciplines other than your own if they are not on a restricted discipline list. (*Exception*: The feats . . .)

Page 27: Table 2–5: The Soulknife

Some numbers were dropped accidentally from the Base Attack Bonus Column, beginning at 15th level. The table should read as follows:

Level	Base Attack Bonus
15th	+11/+6/+1
16th	+12/+7/+2
17th	+12/+7/+2
18th	+13/+8/+3
19th	+14/+9/+4
20th	+15/+10/+5

Page 35: Table 3–1: Skill Points per Level

The row pertaining to the soulknife is incorrect. Soulknives gain $(4 + \text{Int modifier}) \times 4$ skill points at 1st level. At higher levels, they gain a number of skill points each level equal to $4 + \text{Int modifier}$.

Page 36: Autohypnosis Skill Description

The DC to resist dying is 20, not 15 (the chart is correct, but the related text is not).

Page 47: Greater Power Penetration Feat

The Benefit paragraph is incorrect. Here is the correct text:

Benefit: To use this feat, you must expend your psionic focus (see the Concentration skill description, page 37). You get a +8 bonus on manifester level checks to overcome a creature's power resistance. This bonus overlaps with the bonus from Power Penetration (see page 49).

Page 48: Metamorphic Transfer Feat

Add the following text to the end of the Benefit paragraph:

No matter how many times you manifest the *metamorphosis* power on a given day, you can gain only a total of three supernatural ability transfers per day.

Page 51: Sidestep Charge Feat

Sidestep Charge is not a psionic feat. It should be a general feat.

Page 52: Unconditional Power Feat

Delete the word "shaken" from the list of conditions in the first paragraph of the Benefit section. You can manifest an unconditional power when you are dazed, *confused*, nauseated, or stunned.

Page 55: Bringing Back the Dead

In the section titled Special Power Effects, the first paragraph of the Bringing Back the Dead subsection should read as follows:

Bringing Back the Dead: Various psionic powers, such as *reality revision* and *psionic revivify*, have the ability to restore slain characters to life.

Page 64: Adding Powers

The second sentence of the section titled Manifest an Unknown Power from Another's Powers Known becomes as follows:

... To do so, the character must first make contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15 + the highest level power in the power stone or repertoire).

Page 73: Seer (Clairsentience) Discipline Powers

Delete *reality revision* from the list of 9th-level powers. Also, the 5th-level power *second chance* does not have an XP cost, as indicated.

Page 81: Brain Lock Power

The power's description should be as follows:

The subject's higher mind is locked away. He is dazed and cannot take psionic actions for the duration of the

power. A *brain locked* subject is not stunned, so attackers get no special advantage against him.

Starting on Page 82: Various Powers

In each of the powers listed below, delete the phrase “like manifesting a quickened power, and it counts toward the normal limit of one quickened power per round.”

Page 82: *Catfall* Power

Page 96: *Divert Teleport* Power

Page 105: *Evade Burst* Power

Page 107: *Fate of One* Power

Page 111: *Grip of Iron* Power

Page 113: *Intellect Fortress* Power

Page 115: *Mental Barrier* Power

Page 120: *Mind Trap* Power

Page 125: *Prowess* Power

Page 137: *Thought Shield* Power

Page 139: *Tower of Iron Will* Power

Page 96: *Dominate, Psionic Power*

The following paragraph was omitted from the power’s description:

4. If you spend 1 additional power point, this power’s duration is 1 hour rather than concentration. If you spend 2 additional power points, this power’s duration is 1 day rather than concentration. If you spend 4 additional power points, this power’s duration is 1 day per manifester level rather than concentration.

Page 97: *Duodimensional Claw Power*

Delete the entire last paragraph of the power’s description (beginning with “The third spatial component ...”).

Page 97–98: *Ectoplasmic Form Power*

In the first paragraph of the power’s description, delete the parenthetical phrase “including *inertial armor*”).

Page 105–106: *Expansion Power*

The third option for augmenting the power should read as follows:

3. If you spend 2 additional power points, this power’s duration is 10 minutes per level rather than 1 round per level.

Page 108–109: *Form of Doom Power*

In the second-to-last paragraph of the power’s description, delete the reference to *breath of the black dragon*.

Page 111: *Hammer Power*

The *hammer* power has the following statistics:

Level: Psion/wilder 1, psychic warrior 1

Display: Auditory and material

Manifesting Time: 1 swift action

Range: Touch

Duration: 1 round

Saving Throw: None

Power Resistance: Yes

Power Points: 1

Page 115: *Metaconcert Power*

In the last sentence of the third paragraph of the power’s description (also the last sentence of the page), change the example from *mind thrust* to *ego whip*.

Page 117: *Metamorphosis, Greater Power*

The assumed form cannot have more Hit Dice than your manifester level (to a maximum of 25 HD).

Page 121: *Missive Power*

The power’s Augment section, delete the phrase “and its save DC increases by 1.” The paragraph should read as follows:

Augment: For every 2 additional power points you spend, this power’s range increases by 5 feet.

Page 125: *Prescience, Offensive Power*

The first option for augmenting the power should read as follows:

1. For every 3 additional power points you spend, the insight bonus gained on your damage rolls increases by 1.

Page 128: *Quintessence Power*

The special Will save required to manifest a power when in contact with quintessence has a DC of 16.

Page 129: *Reddopsi Power*

The power’s duration should be as follows:

Duration: 10 min./level (D)

Page 140: *Wall of Ectoplasm Power*

The wall of ectoplasm occupies up to one 10-foot square per level, and each 10-foot square has 10 hit points per inch of thickness and hardness 5.

Page 165: *Mindfeeder Weapon Quality*

The second sentence should be changed as follows: Once per day, a mindfeeder weapon grants its wielder temporary power points equal to the total lethal damage dealt by a successful critical hit. The wielder must decide to use the mindfeeder ability after successfully confirming a critical hit, but prior to rolling critical hit damage.

Add the following sentence after the third sentence:

The wielder may not exceed his natural maximum power points per day using the mindfeeder ability.

Page 167: *Suppression Weapon Quality*

The wielder of a suppression weapon technically makes a dispel check, not a power check (although neither the d20 roll nor the DC changes).

Page 181: *Creating Dorjes*

The example at the end of the second paragraph is incorrect and should read as follows:

... If you wanted to make a *dorje of energy missile* with a manifester level of 8th (five higher than the minimum), you would pay for the creation of the dorje as if *energy missile* was a 5th-level power.

Under the Construction rules, the correct feat required for crafting a psion-killer is Craft Psionic Construct, not Craft Construct.

Page 186: Astral Construct

Under the Astral Construct Menu B, the Energy Touch ability should be written as follows:

Energy Touch (Ex): If you are a kineticist with the Expanded Knowledge feat tied to this power, the astral construct's physical attacks are wreathed in an energy type of your choice (acid, cold, electricity, or fire), dealing an extra 1d6 points of energy damage.

Otherwise, the astral construct you manifest deals an extra 1d4 points of damage of an energy type you choose (acid, cold, electricity, or fire).

Page 187: Astral Construct

Under the Astral Construct Menu C, the following abilities should be psi-like abilities (Ps), not spell-like abilities (Sp): Concussion, Dimension Slide, and Energy Bolt.

Page 189: Blue

The blue psion should have the following ability scores before racial adjustments: Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10. As a consequence, the 1st-level blue psion's statistics change as follows:

Hit Dice: 1d4+2 plus 4 (10 hp)

Initiative: +1

Armor Class: 16 (+1 size, +1 Dex, +4 *inertial armor*), touch 11, flat-footed 15

Attack: Quarterstaff -2 melee (1d4-2) or light crossbow +1 ranged (1d6/19-20)

Full Attack: Quarterstaff -2 melee (1d4-2) or light crossbow +1 ranged (1d6/19-20)

Saves: Fort +2, Ref +0, Will +3

Abilities: Str 6, Dex 13, Con 14, Int 17, Wis 12, Cha 8

Skills: Concentration +6, Hide +7, Move Silently +5, Psicraft +7, Ride +5, Spot +3.

Feats: Psionic Body, Psionic Dodge^B

Level Adjustment: +1

Page 190: Blue

The save DCs for the blue's psionic powers change as follows:

Typical Psion Powers Known (power points 3*; save DC 13 + power level): 1st—*inertial armor*, *mind thrust* (DC 14), *psionic charm* (DC 14). Manifester level 1st. The save DCs are Intelligence-based.

Page 197: Elans as Characters

Elans get 2 bonus power points at 1st level for being "naturally psionic," not 1 as previously indicated.

Page 208: Psion-Killer

Eberron Campaign Setting Errata

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. Exceptions to the rule will be called out specifically. (Updates are in orange shaded type.)

Page 23: Warforged Racial Traits

One of the warforged's racial traits is written as follows:

—A warforged cannot heal damage naturally.

This racial trait should be clarified as follows:

—A warforged cannot heal lethal damage naturally.

Page 31: Artificer—Infusions

In the Infusions class feature, fourth paragraph, delete the last sentence (“Infusions never allow saving throws.”) and replace it with “The save DC is Intelligence-based.”

In the Infusions class feature, the first sentence of the eighth paragraph should read as follows:

Like a spellcaster, an artificer can apply metamagic feats he knows to his infusions.

Page 32: Artificer—Item Creation

Magic items created by an artificer are considered neither arcane nor divine.

Page 32: Artificer—Craft Homunculus

The Craft Homunculus class feature uses the example of building the basic homunculus described in the *Monster Manual*. Although it's not clearly stated, an artificer can use this ability to construct other types of homunculi (such as the ones found on pages 284–287 of the *Eberron Campaign Setting*). The same rules apply.

Page 32: Artificer—Bonus Feats

The artificer gets Craft Wand as a bonus feat at 6th level, not 7th level. Both the text and the table are incorrect.

Page 32: Artificer—Bonus Feats

The artificer gets Craft Wand as a bonus feat at 6th level, not 7th level. Both the text and the table are incorrect.

Page 32: Artificer—Metamagic Spell Trigger

The artificer gets the metamagic spell trigger ability at 7th level, not 6th level. Both the text and the table are incorrect.

Page 33: Gnome Artificer Starting Package

The gnome artificer starting package's feat choice should be Magic Aptitude, not Magic Affinity as indicated.

Page 46: Craft—Skill Description

Add the following paragraph to the end of the Repair Warforged section:

Repairing warforged requires some crafting expertise. This particular use of the Craft skill cannot be performed untrained.

Page 47: Speak Language

The following line got dropped from the table:

Language	Typical Speakers	Alphabet
Gnome	Gnomes	Dwarven

Page 49: Feats Table—Item Creation Feats

Remove the superscript “2” after the feats Exceptional Artisan, Extraordinary Artisan, and Legendary Artisan. Each feat can be taken once only, not multiple times.

Page 60: Shifter Ferocity—Feat Description

Additional text must be added to the Shifter Ferocity feat for clarity. The added text is indicated below in red type:

Shifter Ferocity [Shifter]

You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.

Prerequisites: Shifter, Wis 13.

Benefit: While shifting, you continue to fight without penalty if you are disabled or dying. **This has the following specific game effects:**

When reduced to 0 hp, you may act as if you weren't disabled (that is, you ignore the normal restriction to only a single move or standard action per round). You do not lose 1 hp for performing a standard or otherwise strenuous action while at 0 hp.

When reduced to –1 to –9 hp, you do not fall unconscious. You do not automatically lose 1 hp each round when at –1 to –9 hp.

When your current hit points drop to –10 or lower, you immediately die.

Page 69: The Dark Six

Add the following sentence to the introductory paragraph of this section:

Taken as a whole, the pantheon is neutral evil, and its favored weapon is the kama.

Page 81: Heir of Siberys Prestige Class

The Siberys Mark of Making grants the spell-like ability of *true creation* once per day. Add the following sentence to the Mark of Making paragraph:

The heir of Siberys must pay the normal XP cost of the *true creation* spell (see page 117) each time he uses this ability.

Page 81: Rurik d’Kundarak

Rurik d’Kundarak does not meet the skill prerequisites of the heir of Siberys prestige class. He should have the following skills: Climb +18, Intimidate +13, Jump +8, Listen +6, Spot +6.

Page 84: Warforged Juggernaut—Class Features

The first sentence of the Healing Immunity class feature requires added text (indicated in red type):

Starting at 3rd level, as a warforged juggernaut becomes more like a construct and less like a living creature, it becomes immune to the effects of spells from the healing subschool that heal hit point damage. In addition, it can no longer benefit from the effects of consumable spells and magic items, such as *heroes’ feast* and potions.

At 5th level, the warforged juggernaut becomes immune to the effects of all spells from the healing subschool.

Page 85: Battering Ram

Battering Ram, the warforged juggernaut, has the following item listed under its Possessions: *swordbond* with +1 *battleaxe*. Remove the words “*swordbond* with.” He simply carries a +1 *battleaxe*.

Page 86: Weretouched Master

Add the following text to the weretouched master’s Alternate Form ability description:

Assuming an alternate animal or hybrid form is a standard action that requires the weretouched master to spend one of his daily uses of the shifting ability. However, assuming an alternate animal or hybrid form is not the same as “shifting” and does not impart any of the benefits of shifting. For example, a razorclaw shifter does not gain any of his razorclaw shifter traits upon assuming an alternate animal or hybrid form.

A weretouched master cannot use his shifting ability while in alternate form. He can remain in animal or hybrid form until he decides to revert to his natural form (also a standard action).

Page 91: Town Size Table

Minor magic items available in a small town include 3rd-level potions (not 4th-level potions, as indicated in the table).

Page 109: Bolts of Bedevilment—Spell Description

The *bolts of bedevilment* spell has a duration of 1 round/level, not 2 rounds/level as indicated.

Page 119: Weapon Illustration Caption

The weapon labeled “Talenta tangat” is actually a Valenar scimitar. See page 204 for an illustration of a halfling holding a Talenta tangat.

Page 120: Weapons Table

The Talenta sharrash should have a critical threat range of 19–20/x2, not 19–20/x4.

The Xen’drik boomerang’s damage Type should be “Bludgeoning or piercing,” not just “Bludgeoning.”

Page 130: Time

In the first paragraph on the page, the second sentence should read as follows: The months correspond to the twelve moons of Eberron and share their names. Delete the part of the sentence that reads, “the prominent moon carries the name of the month in which its orbit brings it closest to the planes.”

Page 230: Typical Silver Flame Priest

The typical Silver Flame priest should have the feat Martial Weapon Proficiency (longbow). This feat was dropped accidentally from the priest’s stat block.

Page 231: Typical Dragon Below Cultist

The typical Dragon Below cultist is missing one feat. We suggest giving the cultist the Toughness feat (+3 hit points).

Page 241: The Gatekeepers

In the second paragraph of The Gatekeepers section, Vvaraak is referred to as a green dragon. This is an error; Vvaraak is a black dragon.

In the third paragraph of The Gatekeepers section, Vvaraak’s name is incorrectly spelled Kharaak.

Page 262: Helm of the Sentinel

One of the item creation prerequisites for the *helm of the sentinel* is Craft Dragonshard Focus. This feat does not exist in the rules and should be replaced with the Craft Wondrous Item feat.

Page 283: Dolgrim

Some of the dolgrim’s statistics are incorrect. Corrections are given below:

Special Qualities: Damage reduction 5/byeskh or magic

Saves: Will +1

Skills: Hide +4

Page 290: Inspired

Replace the Inspired’s Quicken Power feat with the Psionic Body feat. This gives the Inspired +8 hit points, for a total of 19 hit points.

Page 292: Karrnathi Skeleton and Karrnathi Zombie

Apply the following changes to the Karrnathi skeleton’s stat block:

Base Attack/Grapple: +1/+3

Attack: Scimitar +3 melee (1d6+2/18–20)

Full Attack: Scimitar –1 melee (1d6+2/18–20) and scimitar –1 melee (1d6+2/18–20)

Apply the following changes to the Karrnathi zombie’s stat block:

Base Attack/Grapple: +1/+3

Attack: Masterwork longsword +5 melee (1d8+2/19–20)

Full Attack: Masterwork longsword +5 melee (1d8+2/19–20)

Page 309: Cutter's Rage

Cutter's rage lasts for 7 rounds, not 3 rounds as indicated.

Page 317: Saber

Saber (the warforged NPC) should have a touch AC of 11, not 19 as indicated.

Complete Divine Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a table or a character's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 11: Shugenja Spell Progression

The shugenja's spell progression chart is misaligned. The 8th-level and 9th-level columns should shift down two levels (with 8th-level spells becoming available at 16th level and 9th-level spells at 18th level).

Page 25: Blighter Spell List

The *harm* spell is listed twice (at 5th and 6th level). Delete the spell from the 5th-level spell list.

Page 80: Divine Metamagic feat

The **boldface** text needs to be added to the Benefit paragraph of the feat description:
When you take this feat, choose a metamagic feat **that you have**. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to **divine** spells that you know. . . .

Page 90: Magical Beast Wild Shape feat

Remove Beast Wild Shape from the feat's prerequisites.

Page 105: Staff of Hunting Spirits

The spells contained by this staff changed names. *Spirit bear* should change to *phantom bear*. *Spirit wolf* should change to *phantom wolf*.

Page 121: Table 5–2: Other Greyhawk Deities

The favored weapon of Tharizdun is not listed. It should say "dagger."

Page 142: 3rd-level Druid Spell List

The spell *embrace the wild* was cut from the book. It should be stricken from the list.

Page 153: Bestow Curse, Greater

The spell's description includes a reference to a nonexistent section. Delete everything in the last sentence of the spell after "can have help accomplishing the task."

Page 159: Cometfall

The spell deals a maximum of 20d6 points of damage.

Page 168: Maelstrom

The spell refers to the nonexistent Ocean domain. Change the spell as follows:
Level: Druid 8

Page 168–169: Miasma

Change the spell as follows:

Saving Throw: Fortitude negates

Also, add the following text after the first sentence of the spell's description:

The subject cannot speak. Conversation is impossible, spells with verbal components cannot be cast, bardic music cannot be performed, and no noise other than coughing and spitting is possible.

Page 170: Murderous Mist

The spell refers to one-quarter concealment, a term that does not exist in v.3.5. Delete "one-quarter."

Page 170: Nature's Favor

Changes and additions to the spell's description are noted in **boldface** type:

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every **three** caster levels you possess (**maximum +3**).

Page 174–175: Plague of Rats

Change the spell as follows:

Casting Time: 1 round

Effect: One swarm of rats/two levels, each of which must be adjacent to at least one other swarm

Spell Resistance: No

Also, change the spell's description to the following: You summon a number of swarms of rats (one per two levels, to a maximum of six swarms at 12th level). The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). You may summon the rat swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms are stationary after being summoned, and won't pursue creatures that flee.
See the *Monster Manual* for details on rat swarms.

Page 175: Poison Vines

Change the first sentence of the spell's description to the following:

With this spell you create a mass of entangling vines. The spell otherwise works as the *entangle* spell, but the entangling plants are poisonous (contact, 1d6 Dex/2d6 Dex).

Page 176: Probe Thoughts

Change the spell as follows:

Saving Throw: Will negates; see text

Page 178: Righteous Wrath of the Faithful

The spell refers to the 3.0 version of the *aid* spell.
Replace “are affected as if they had received an *aid* spell, gaining” with “gain.”

Page 179: *Scent*

The spell works like the 3.0 version *scent* ability.
However, the spell should work as the revised *scent* ability, as described on page 314 of the *Monster Manual* v.3.5.

Page 181: *Slime Wave*

The spell refers to the dimension of a creature’s “face,” a 3.0 version term. Delete “for every 5 feet of its face” from the last sentence of the first paragraph.

Page 183: *Tidal Surge*

The spell refers to the nonexistent Ocean domain.
Change the spell as follows:

Level: Druid 6

Page 187: *Waterspout*

The spell refers to the nonexistent Ocean domain.
Change the spell as follows:

Level: Druid 7

Player's Guide to Faerûn Errata

Page 13: Table 1–2: Human Regions

Please add the following regions to the table.

Region: Nimbral
Recommended Subraces: Halruaan
Automatic Languages: Halruaan
Bonus Languages: Chultan, Dambrathan, Durpari, Halfling, Midani, Tashalan
Favored Deities: Azuth, Cyric, Mystra
Regional Feats: Arcane Schooling, Magical Training, Saddleback, Spellwise
Bonus Equipment: (A) Scroll of *invisibility* and 6 1st-level arcane spells, or (B) *Wand of silent image* (CL 1st, 20 charges)

Region: Samarach
Recommended Subraces: Chultan, Tashalan
Automatic Languages: Chultan
Bonus Languages: Draconic, Dwarven, Goblin, Tashalan, Yuan-ti
Favored Deities: Kossuth, Lathander, Malar, Set, Sharess, Ubtao
Regional Feats: Foe Hunter, Militia, Snake Blood
Bonus Equipment: (A) Scimitar* or composite shortbow*, or (B) potion of *bear's endurance*

Region: Tharsult
Recommended Subraces: Calishite, Shaaran
Automatic Languages: Alzhedo
Bonus Languages: Aquan, Chultan, Halfling, Tashalan, Yuan-ti
Favored Deities: Ilmater, Selûne, Shar, Tyr, Valkur, Waukeen
Regional Feats: Mercantile Background, Silver Palm, Snake Blood, Stormheart
Bonus Equipment: (A) Cutlass* or blade boot*, or (B) studded leather armor* and potion of *blur*

Region: Thindol
Recommended Subraces: Chultan, Tashalan
Automatic Languages: Tashalan
Bonus Languages: Chultan, Dwarven, Goblin, Shaaran, Yuan-ti
Favored Deities: Lathander, Lliira, Malar, Savras, Set, Tymora
Regional Feats: Fleet of Foot, Foe Hunter, Militia, Snake Blood, Tireless
Bonus Equipment: (A) Cutlass* or blade boot*, or (B) studded leather armor* and potion of *blur*

Region: Underdark (Old Shanatar)
Recommended Subraces: Calishite, Tethyrian
Automatic Languages: Dwarven

Bonus Languages: Aquan, Alzhedo, Chondathan, Elven, Undercommon

Favored Deities: Grumbar, Mask, Shar, Shaundakul, Talona, Talos
Regional Feats: Dauntless, Resist Poison, Swift and Silent

Bonus Equipment: (A) Battle axe* or dagger*, or (B) chain shirt*

Page 20: Table 1–3: Dwarf Regions

Delete the following regional feat from the Regional Feats column of the Underdark (Northdark) region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 20: Table 1–3: Dwarf Regions

Please add the following region to the table.

Region: Underdark (Earthroot)
Recommended Subraces: Shield dwarf
Automatic Languages: Dwarven, Undercommon
Bonus Languages: Elven, Giant, Goblin, Orc, Terran
Favored Deities: Moradin
Regional Feats: Blooded, Bullheaded, Dauntless
Bonus Equipment: (A) Battleaxe* or light crossbow*, or (B) potion of *cure moderate wounds* and scale mail*

Page 22: Table 1–4: Elf Regions

Delete the following regional feat from the Regional Feats column of the Cormanthor Drow region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 22: Table 1–4: Elf Regions

Please add the following region to the table.

Region: The Outer Sea
Recommended Subraces: Aquatic elf
Automatic Languages: Aquan, elven
Bonus Languages: Alzhedo, Chondathan, Draconic, Illuskan
Favored Deities: Deep Sashelas
Regional Feats: Blooded, Survivor
Bonus Equipment: (A) Trident* or dagger*, or (B) potion of *cure moderate wounds* and studded leather armor*

Page 25: Table 1–6, Half-Elf Regions

Please add the following region to the table.

Region: The High Forest
Recommended Subraces: Half-moon elf, half-wood elf
Automatic Languages: Elven, Illuskan
Bonus Languages: Chondathan, Giant, Goblin, Orc, Sylvan

Favored Deities: Lurue, Mielikki, Rillifane Rallathil, Silvanus
Regional Feats: Fleet of Foot, Forester, Treetopper
Bonus Equipment: (A) Composite longbow* or longsword*, or (B) potion of *cure moderate wounds* and studded leather armor*

Page 26: Table 1–7, Halfling Regions

Please add the following regions to the table.

Region: Amn
Recommended Subraces: Lightfoot halfling
Automatic Languages: Chondathan
Bonus Languages: Alzhedo, Draconic, Giant, Illuskan, Orc
Favored Deities: Halfling pantheon
Regional Feats: Cosmopolitan, Mercantile Background, Silver Palm, Street Smart
Bonus Equipment: (A) Light crossbow* or dagger*, or (B) potion of *cure moderate wounds* and studded leather armor*
Region: Calimshan
Recommended Subraces: Lightfoot or strongheart halfling
Automatic Languages: Alzhedo
Bonus Languages: Auran, Chondathan, Draconic, Ignan, Shaaran
Favored Deities: Brandobaris
Regional Feats: Mercantile Background, Street Smart
Bonus Equipment: (A) Scimitar* or dagger*, or (B) potion of *levitate* and 3 thunderstones

Region: The North
Recommended Subraces: Lightfoot Halfling
Automatic Languages: Illuskan
Bonus Languages: Chondathan, Dwarven, Elven, Giant, Orc
Favored Deities: Halfling pantheon
Regional Feats: Foe Hunter, Swift and Silent
Bonus Equipment: (A) Composite longbow* or shortsword*, or (B) chain shirt*

Page 27: Table 1–8: Half-Orc Regions

Delete the following regional feat from the Regional Feats column of the Chessenta, The Hordelands, The North, and Thesk regions: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 29: Table 1–9, Planetouched Regions

Please add the following regions to the table.

Region: Impiltur
Recommended Subraces: Tiefling
Automatic Languages: Damaran
Bonus Languages: Abyssal, Aglarondan, Chessentan, Chondathan, Dwarven, Goblin, Turmic
Favored Deities: Bane, Cyric, Ilmater, Tymora, Waukeen
Regional Feats: Dreadful Wrath, Thug

Bonus Equipment: (A) Bastard sword* or morningstar* or (B) thieves' tools* and studded leather armor*

Region: Silver Marches
Recommended Subraces: Tiefling
Automatic Languages: Illuskan
Bonus Languages: Abyssal, Chondathan, Dwarven, Elven, Giant, Goblin, Orc
Favored Deities: Bane, Cyric, Lathander, Oghma, Silvanus, Talos
Regional Feats: Dreadful Wrath, Thug
Bonus Equipment: (A) Longsword* or rapier*, or (B) 2nd-level spell scroll (arcane or divine) and studded leather armor*
Region: Western Heartlands
Recommended Subraces: Tiefling
Automatic Languages: Chondathan
Bonus Languages: Alzhedo, Elven, Giant, Goblin, Infernal, Orc
Favored Deities: Bane, Cyric, Lathander, Mask, Oghma, Tempus
Regional Feats: Dreadful Wrath, Street Smart, Thug
Bonus Equipment: (A) Bastard sword* or greatsword*, or (B) potion of *lesser restoration*

Page 28: Other Racial Regions

Remove the Cormanthyr entry from the description of regions.

Add the following to the description of regions.

Delimbiyr Vale: The fey'ri haunt the upper reaches of the Delimbiyr Vale, lurking in secret lairs in the nearby High Forest.

Page 30: Table 1–10, Regions for Other Races

Please add the following regions to the table.

Region: Delimbiyr Vale
Recommended Subraces: Fey'ri
Automatic Languages: Elven
Bonus Languages: Abyssal, Chondathan, Dwarven, Giant, Illuskan
Favored Deities: Ghaunadaur, Shevarash
Regional Feats: Blooded, Magic in the Blood
Bonus Equipment: (A) Longsword* or dagger* or (B) chain shirt*

Region: The Far Hills
Recommended Subraces: Kir-lanan
Automatic Languages: Kir-lanan
Bonus Languages: Abyssal, Chondathan, Draconic, Giant, Infernal, Orc
Favored Deities: None
Regional Feats: Dreadful Wrath, Magic in the Blood
Bonus Equipment: (A) Longspear* or spiked chain*, or (B) chain shirt*

Region: The High Forest
Recommended Subraces: Centaur
Automatic Languages: Sylvan
Bonus Languages: Chondathan, Draconic, Elven, Giant, Illuskan, Orc
Favored Deities: Lurue, Mielikki, Rillifane Rallathil, Silvanus
Regional Feats: Forester, Furious Charge
Bonus Equipment: (A) Composite long bow* or greatclub*, or (B) Studded leather armor*

Page 31: Table 1–10: Regions for Other Races

Delete the following regional feat from the Regional Feats column of the Underdark (Sloodilmonpolop) region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 33: Arcane Schooling [Regional] Feat

Add the following paragraph to the end of the feat description, under the indented Special header:
If you are a specialist wizard and you choose either sorcerer or wizard as the selected class for this feat, you may activate spell-trigger items of your opposing school.

Page 34: Table 1–14: Feats

Add the following line to the table, before the Delay Spell feat line:

Feat Name	Prerequisite	Benefit
Daylight Adaptation	—	Ignore vulnerability to sunlight or bright light.

Page 35: Blooded [Regional] Feat

Add fey'ri (Delimbiyr Vale) to the Prerequisite section.

Page 36: Table 1–15: Regional Feats

Strike Daylight Adaptation from the list of regional feats.

Page 37: Dauntless [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 37: Daylight Adaptation [Regional] Feat

Daylight Adaptation is no longer a regional feat. The Prerequisites section the Special section at the end should be ignored and deleted.

Page 38: Dreadful Wrath [Regional] Feat

Add kir-lanan (Far Hills) to the Prerequisite section.

Page 39: Foe Hunter Feat

Add the following paragraph to the end of the feat's description:
Special: If you are a ranger with a favored enemy that matches your Foe Hunter favored enemy, the favored enemy bonuses stack.

Page 39: Forester [Regional] Feat

Add centaur (High Forest) to the Prerequisite section.

Page 39: Furious Charge [Regional] Feat

Add centaur (High Forest) to the Prerequisite section.

Page 39: Horse Nomad [Regional] Feat

Remove Human (Nimbral) from the Prerequisite section.

Page 40: Magic in the Blood [Regional] Feat

Add fey'ri (Delimbiyr Vale) and kir-lanan (Far Hills) to the Prerequisite section.

Page 41: Mercantile Background [Regional] Feat

Add Halfling (Calimshan) to the Prerequisite section.

Page 43: Resist Poison [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 45: Swift and Silent [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 48: Arcane Devotee Prestige Class

Please make the following change to the prestige class's Requirements:
Knowledge (religion) 5 ranks

Page 49: Arcane Devotee Prestige Class

Please make the following change to the Divine Shroud class feature:

The second sentence of the class feature description should read, "This ability functions like the *spell resistance* spell (caster level equals arcane spellcaster level), except that the *divine shroud* is of a color appropriate to the arcane devotee's patron."

Page 51: Divine Champion Prestige Class

Please make the following change to the Smiter Infidel class feature:

Replace the first sentence of the class feature description with the following: "Once per day, a divine champion of at least 3rd level may attempt to smite a creature that has a different patron deity with one normal melee attack. Creatures of Intelligence 2 or less do not have patron deities and are not subject to this attack, but creatures of Intelligence 3 or higher who do not choose patron deities are."

Page 63: Incantatrix Prestige Class

Please add the following sentence to the end of the Instant Metamagic class feature description:
The incantatrix cannot use this ability if the metamagicked spell would normally use a spell slot of a higher level than she can cast.

Page 67: Morninglord of Lathander Prestige Class

The Morninglord of Lathander's skill points per level are missing:

Skill Points at Each Level: 2 + Int modifier.

Page 74: Table 2–19: The Shadow Thief of Amn

The sneak attack damage for the 5th-level shadow thief of Amn (+3d6) was dropped inadvertently from the table.

Page 75: Spellguard of Silverymoon Prestige Class

Under Requirements, delete the following:

Region: Silverymoon or Silver Marches.

Page 80: Initiate of Ilmater [Initiate] Feat

The second and third sentences of the Benefit section should read as follows:

You can bestow a number of temporary hit points equal to the target's Hit Dice $\times 3$ in this manner. These temporary hit points last up to 1 hour.

Page 81: Initiate of Selûne [Initiate] Feat

Delete "hathran" from the feat's Prerequisites.

Page 103, *Fleshshiver* Spell

The third sentence should read: "In the following round, it must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds."

Page 103: *Handfire* Spell

The *handfire* spell duration should change as follows:

Duration: 1 min./level or until discharged

Page 114: *Summon Undead I* Spell

Add the following sentence to the spell description: "No undead creature you summon can have more Hit Dice than your caster level +1."

Page 128: Epic Hammer of Moradin

Delete the Spells paragraph. The hammer of Moradin doesn't cast spells.

Page 132: Netherese Arcanist

Under the Requirements section, the Feats requirements should be as follows:

Feat: Improved Spell Capacity.

Page 177: Touch of Hate [Vile] Feat

Under the Prerequisite section, change Vile Spell to Violate Spell.