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### Author

**Faragdar  
the Wise**

Member  
Member #  
12124



### Topic: Archive - Sage Responses

□ posted March 30, 2002 08:29 PM



Tons of people on these boards over the last year and a half have fired off e-mails to The Sage to ask for help on a tough (or sometimes not so tough) rule question. Some of those questions have made it into Sage Advice and some of those subsequently into the D&D Game Rule FAQ, but many, many others have gone no further than the in-box of the one who asked the question, or perhaps into a long forgotten and lost thread on these boards. I can often remember the gist of a Sage response long ago referenced on these boards, but once the reference is lost I start to wonder if I'm really remembering it correctly.

Anyway, I recently thought that if there was an archive of e-mail responses from The Sage, it might make a lot of people's lives easier when searching for an answer to their question. Most people would find it quite helpful if The Sage's answers were shared. I'll start the thread with questions that I've asked The Sage. Hopefully others will dig up e-mail responses to their own questions and add to this thread.

*Please do not turn this into a "Sage Bashing" thread.* If you have comments about one of the responses from The Sage, I ask that you start another thread to discuss it.

Also, when you post a response from The Sage, please include the full text of your question and his answer. Reading the response in context generally produces much better understanding of The Sage's interpretation.




[Disclaimer] This archive should not, in any way, be considered official. These answers from The Sage have not been scrubbed, have not appeared in Sage Advice or the FAQ and are subject to change at any time. Consider it just advice from an experienced gamer.

[ April 09, 2002, 07:12 PM: Message edited by: Faragdar the Wise ]

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 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted March 30, 2002 08:31 PM   “ ” 

**Gadodel**

Member  
 Member #  
 57798




---

I think it would be a good idea, but require its own section for sure-meaning would it be "canon" or optional still?

I'd vote for it either way.

---

From: **NE, USA** | Registered: **Jan 2002** | IP: [Logged](#)

□ posted March 30, 2002 08:35 PM   “ ” 

**Faragdar  
 the Wise**

Member  
 Member #  
 12124

quote:

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Combat involving tiny and smaller creatures hasn't been addressed in much detail in the core rules, so I have a number of questions. The PHB says tiny and smaller creatures have to enter their target's square to attack. The DMG says 4 tiny creatures can share a square, so if the target is tiny, then presumably three tiny attackers can attack simultaneously. What if the target is small, medium or large? How many tiny creatures could attack that target at once?

**Four. (Think of the square as having a central area**



**where the defender is and a peripheral area where the tiny attackers are.)**

The DMG doesn't help there. Assuming there is a limit, and the max number of tiny creatures are attacking a medium-sized creature, what if the medium-sized creature has tiny allies? Can they attack the tiny antagonists, or is the medium-sized creature's square already too crowded?

**The tiny allies can't be in the Small or bigger creature's square. (They can press in at the edges to attack, but they can't stop in the creature's square.) If a square is "full" 4 tiny creatures in one space can attack 4 other tiny creatures in an adjacent space. (This bends the rule, but there's no avoiding that.)**

Can a tiny creature make AoOs against opponents in the same square with it?

**Yes, a tiny creature threatens the space it's in.**

If a tiny creature begins its turn in a square adjacent to its target, so that it only has to move 5' to enter its target's square and attack, does it provoke an AoO by doing so?

**Yes. Entering an opponent's square provokes an AoO (it's not the movement that does this it's the act of entering an occupied space.)**

Does a tiny creature receive cover from its target if they share the same square, as with a familiar and its master? Does that cover apply vs. other tiny creatures in the same square?

**I suppose so.**

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

## Faragdar the Wise

Member  
 Member #  
 12124



📅 posted March 30, 2002 08:39 PM    “ ” 

quote:

How do you resolve a tie on an opposed attack roll? Is it: a) defender always wins, b) attacker always wins, since the defender essentially sets a DC for the attacker's roll, or c) it follows the rule for opposed skill checks—if so, what do you consider the “key ability” for an attack roll? How do you resolve opposed skill checks if there is a tie between the key abilities?

**"Ties" go to the attacker. The defender's roll sets the DC for the attacker. If the attacker meets or exceeds the DC, the attacker succeeds. In the case of opposed checks, the "attacker" is the character taking the action (or the character whose turn it is if you have any doubts).**

The “mace of smiting” states that it destroys a construct on a critical hit, but constructs are immune to critical hits. I presume this enchantment is meant to be an exception to the rule that constructs are immune to crits, but that raises other questions. If the mace wielder has the feat Improved Critical, does that improve the threat range to destroy a construct? What happens with other magical weapons with special effects on a critical hit? For example, does a “flaming burst longsword” burst for extra fire damage when you roll a critical vs. a creature immune to critical hits? Are critical immune creatures immune to the sonic burst from the “thundering” enchantment?

**Smiting and disruption weapons use the critical rules for their special effects, even though undead**

**and constructs cannot are not subject to critical hits. The Improved Critical feat does not affect these weapons.**





**Burst weapons rely on confirmed critical hits. If the opponent is not subject to critical hits, burst weapons don't burst.**

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 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

📧 posted March 30, 2002 08:43 PM    “ ” 

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## Faragdar the Wise

Member  
 Member #  
 12124



quote:

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Originally posted by Gadodel:  
**I think it would be a good idea, but require its own section for sure-meaning would it be "canon" or optional still?**




---

What do you mean by "its own section"? I would never treat an e-mail response from The Sage as "canon", but rather as advice from one of the most knowledgeable and experienced 3E D&D gamers you can find. Sometimes he makes mistakes, and sometimes I wouldn't agree with his position, but I would always like to know what he had to say on a rule that wasn't completely clear to me.

-----  
 Rules questions? Check the [D&D Game Rule FAQ](#)  
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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**AverageTable** 📧 posted March 31, 2002 06:28 AM   “ ” 

---

Member

quote:

Member # 4439



---

If a barbarian is in the midst of rage and is knocked unconscious, does his rage immediately end when he drops or does he continue to rage while unconscious until the duration of the rage expires?

**It's the latter.**

---

quote:

---

On page 195 of the Dungeon Master's Guide, the Ring of Sustenance is described as continually providing its wearer with "life-sustaining nourishment." To what exactly does this "life-sustaining nourishment" refer?

Does the ring allow the wearer to go without food?

**Yes.**

Does the ring allow the wearer to go without water?

**Yes.**

What about oxygen? Can someone drown while under the effects of a Ring of Sustenance?

**No.**

What about learning? Can the ring quench a person's thirst for knowledge?

**No.**






What about love? Some people would say that without proper love a person's soul would be malnourished. Does the ring substitute for that, as well? 🍷

**No.**

**Nourishment = food and water (at least in this case).**

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From: **Halifax, Nova Scotia, Canada** | Registered: **Mar 2001** | IP: [Logged](#)

**exploding\_brain**  posted March 31, 2002 08:52 AM    

Member  
Member # 25399

quote:

---

Masters of the Wild questions.

1. The sidebar on p.31 talks about Craft (Herbalism). Is this a new skill, separate from Profession (Herbalist)?

**It's new. You use the craft skill to make your own stuff.**

2. My 6th level ranger wants to advance her 2 hit die wolf. Does she have access to the companion improving ritual on p.37 of MotW that Druids use to "advance" their animal companions?

**I can't think of any reason why the material in Chapter 4 would not apply to rangers' animal companions.**

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

-----  
The only way to have good ideas is to have lots of ideas. You guys get to hear about the rest.

It's a **hobby**. Neither *coolness* nor *playability* mean anything if you're not having **fun**.

---

From: **Edison, NJ, USA** | Registered: **Jun 2001** | IP: [Logged](#)

**Daeri**  
**Maer'jiir**  
Member

 posted March 31, 2002 12:19 PM    

How that persons Ranger get an animal companion... Isn't it just

Member # 57601 a druid thing???? 🚫 😊



-----

G.A.J.I.T.S: ~Gnomes Aren't Just Iconic Technical Savants.

*Creator of the double repeated **true strike** idea*

---

From: **Bitopia** | Registered: **Jan 2002** | IP: [Logged](#)

## exploding\_brain

📅 posted March 31, 2002 01:58 PM 📄 🖋️ “ ” ✉️

Member # 25399

### Animal Friendship

Enchantment (Charm) [Mind-Affecting]

Level: Drd 1, **Rgr 1** (emphasis mine)

Components: V, S, M

Casting Time: 1 action

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

Target: One animal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The character wins the loyalty of an animal, provided that the character's heart is true. The spell functions only if the character actually wishes to be the animal's friend. If the character is not willing to treat the animal as a friend (for example, the character intends to eat it, or to use it to set off traps), the spell fails. An animal's loyalty, once gained, is natural (not magical) and lasting.

The character can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex (complex tricks, such as accepting a rider, require the Handle Animal skill).

At any one time, the character can have only a certain number of animals befriended to the character. The character can have animal friends whose Hit Dice total no more than twice the character's caster level. The character



may dismiss animal friends to enable the character to befriend new ones.





-----  
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---

From: **Edison, NJ, USA** | Registered: **Jun 2001** | IP: [Logged](#)

## SimonMoon5

□ posted March 31, 2002 02:04 PM    

Member  
Member #  
42366



I have a question about how certain spells interact. In particular, I wonder how instantaneous or permanent transmutation spells are supposed to work on a target which is only a legal target because of a temporary transmutation spell. For example:

(1) Suppose a wizard casts Fiendform (from Magic of Faerun) to change into an erinyes devil (**Note: this is no longer a possibility, but the question is still valid**) . One of the effects of Fiendform is to change his "type" to outsider. Suppose this wizard is now the target of a Polymorph Other spell which changes him into a planetar. (Since he is now an outsider, he may be polymorphed into an outsider.) Polymorph Other has a permanent duration, but Fiendform is temporary. When Fiendform's duration wears off, will the wizard change at all? My understanding is that the Polymorph Other's effect would not look back to see that Fiendform had worn off, and so the wizard would remain in planetar form until he was the subject of Dispel Magic or another Polymorph (or similar spells), and that when Fiendform wears off, all that happens is that the wizard no longer counts as

an outsider (a change which probably goes unnoticed).

**When the fiend form ends, the polymorph effect is broken (the spells can't maintain the change in type).**

(2) Suppose a wizard changes himself to stone via Statue (duration measured in hours). Suppose a cleric then casts Stone Shape (instantaneous duration) to change the wizard's shape into a sphere. When the duration of Statue wears off, what happens?

**Stone shape only works on objects, and a creature under a statue spell is still a creature.**

I would assume that the wizard reverts to flesh, but the sphere-shape is part of the instantaneous duration spell which does not wear off, thus the wizard becomes a sphere of flesh (and probably dies shortly thereafter).

**Nor, the wizard returns to his/her normal form.**

(3) A variation on number 2. Suppose a target is turned to stone via Flesh to Stone (instantaneous duration), changed to a sphere with Stone Shape (instantaneous duration), then changed back to flesh via Stone to Flesh. The victim is now a fleshy sphere, right?

**A petrified creature is an object, so yes (ouch!)**

A related question: suppose a psion uses Metamorphosis to change into a statue of a beholder (or other monster). Suppose the psion is then subject to a Stone to Flesh spell. What

happens and for how long? I presume that the psion would temporarily become a beholder (as if using Polymorph, of course, not getting the full beholder abilities) for the duration of Metamorphosis.

**You'd become a fleshy beholder statue while the effect lasts.**

(5) Suppose someone changes to wood temporarily, via any of the many methods (Tree Shape, Oak Body, Metamorphosis, etc). Suppose he is now the subject of an instantaneous spell which affects wood, like Warp Wood (it might be hard to get most characters within the weight limit, though), or Wood Shape? Does the victim retain his warped shape when he is no longer wooden? If so, what sort of combat penalties would a warped person (or even a warped, Reduced, treant) get? I'd ask about Ironwood, but it's temporary and would have little use on a wooden character.

**Warp wood only affects objects, not creatures.**

(6) Suppose someone turns to metal (such as with the psion ability Iron Body) and then is the subject of Transmute Metal to Wood. I'd be tempted to say that someone using Iron Body is now effectively using Oak Body. Again, though, I wonder what happens when Iron Body's duration wears off. Does the psion change back to flesh? The spell Transmute Metal to Wood is very clear that almost nothing can change the target back to metal, as it requires a wish or a miracle to change the target back, which makes me think that such a character would be forever wooden, and perhaps should not gain the benefits of Oak Body but should instead be treated like a victim of Flesh to Stone, an immobile statue.

**Also only affects objects.**

(7) Not related to the general topic of all the questions so far, but are there any (EX) abilities that an animal might possess which would count as "natural" abilities for Polymorph?

**Not if they're labeled extraordinary.**

Are all aquatic creatures assumed to breathe water?

**Yes.**

Which aquatic creatures (like merfolk, etc) can breathe air (or can any of them breathe air)? (Some I can figure out, but most of the entries don't specify one way or the other.)

**In general, aquatic animals just breathe air, other creatures breathe air and water.**





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Registered: **Sep 2001** | IP: [Logged](#)

## SimonMoon5

Member  
Member #  
42366



□ posted March 31, 2002 02:08 PM    

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The descriptions of the Multidexterity and Multi-Weapon Fighting feats in the Monster Manual state that these feats replace the Ambidexterity and Two-Weapon Fighting feats for creatures with three or more arms. I have several questions that boil down to "How literally can I take this statement?"

For example, if a ranger is reincarnated as a four-armed mutant sahuagain (using the "DM's choice" option in the reincarnate spell), do his virtual feats of Ambidexterity and TWF translate into virtual feats of Multidexterity and Multi-Weapon Fighting?

**That's entirely up to the DM.**

Would it be any different if the character was a 1st level ranger/5th level druid/10th level shifter using the shifter's greater wild shape ability (from Masters of the Wild) to become a marilith?

**No.**

Would it be any different if it was a 14th level aasimar ranger using polymorph self to become a marilith? (This question might seem redundant, but the upgrade to wildshape in MoTW gives a wildshaper more abilities than a polymorpher.)

**No.**

Would it be any different if the character had the "real" feats rather than merely a ranger's virtual feats?

**No.**

**It all boils down to two things:**

**Do you want to make the character take another feat?  
And, if so, do you want to track two different sets of "off" hands in the meantime?**

The next question deals with the fact that mariliths have a unique ability; they manage to eliminate the usual -2 penalty to hit with weapons when using Multidexterity, Multi-Weapon Fighting, and light weapons, by virtue of having Multiattack (which also helps them, but in only the usual way, with their extra tail attack). Here's the question:

If a non-marilith character, who has the Multidexterity, Multi-

Weapon Fighting, and Multiattack feats, is polymorphed, wild-shaped,  
or reincarnated (unlikely, I know) into a marilith, can this character also eliminate the -2 penalties to hit with 6 light weapons?

**No, that's a marilith racial ability. (But you could introduce something that duplicates the ability, such as another feat)**

Would the character be able to attack with the 6 weapons and also with the tail, getting only a -2 penalty to hit with the tail?

**See previous answer.**

---

Registered: **Sep 2001** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124



📅 posted April 01, 2002 06:57 AM




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quote:

---

Originally posted by AverageTable:  
What about oxygen? Can someone drown while under the effects of a Ring of Sustenance?

**No.**

---

AverageTable, I assume he's answering no to the first question and not the 2nd question (based on his last answer). Is that what you got out of it?

Thanks everyone for the responses, so far. I hope others will continue to add to this. There are probably a thousand more useful questions and answers in people's inboxes out there somewhere.

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

📧 posted April 01, 2002 08:03 AM 📄 🖋️ “ ” ✉️

**Daeri  
Maer'jiir**

Member  
Member #  
57601




---

Thought druids got them like Fammiliars?

[ April 02, 2002, 01:30 PM: Message edited by: Daeri Maer'jiir ]

-----  
G.A.J.I.T.S: ~Gnomes Aren't Just Iconic Technical Savants.

*Creator of the double repeated **true strike** idea*

---

From: **Bitopia** | Registered: **Jan 2002** | IP: [Logged](#)

**exploding\_brain** 📧 posted April 01, 2002 08:54 AM 📄 🖋️ “ ” ✉️

Member  
Member # 25399

quote:

---

**Thought druids got them like Fammiliars?**

---

quote:

---

Animal Companion: A 1st-level druid may begin play with an animal companion. This animal is one that the druid has befriended with the spell animal friendship.

---

Note, the constant quoting of the SRD is not meant to be snarky. It's just easier, and they say it better than I could. Anyway, we should probably let the rest of this thread be about Sage responses, and move the druid/ranger stuff over to the classes board or the Masters of the Wild board. 😊

[quote code edit]





[ April 01, 2002, 08:55 AM: Message edited by: exploding\_brain ]

-----  
The only way to have good ideas is to have lots of ideas. You guys get to hear about the rest.

It's a **hobby**. Neither *coolness* nor *playability* mean anything

if you're not having **fun**.

From: **Edison, NJ, USA** | Registered: **Jun 2001** | IP: [Logged](#)

**AverageTable** ▢ posted April 01, 2002 11:03 AM    

Member  
Member # 4439



quote:

---

Originally posted by Faragdar the Wise:  
**I assume he's answering no to the first question and not the 2nd question (based on his last answer). Is that what you got out of it?**





---

Yup, that was my interpretation as well.

It's somewhat ambiguous because it's unclear, in and of itself, whether that "No" is a response to the first question or the second. If the first, then it means the ring **doesn't** supply oxygen. If the second, then it means the ring **does** supply oxygen.

However, as you mentioned, his last line states that "Nourishment = food and water", so I think it's obvious that the "No" had been intended as a response to the first question, not the second. In other words, "No, it does **not** supply the wearer with oxygen."

From: **Halifax, Nova Scotia, Canada** | Registered: **Mar 2001** | IP: [Logged](#)

▢ posted April 02, 2002 11:20 AM    

**Faragdar  
the Wise**

Member  
Member #  
12124

Forgot about Guy Fullerton's pages. Iku Rex reminded me. Guy posted 6 e-mails from The Sage from ages ago. Here's the link: [Guy's Pages](#)



I'll probably copy them into this thread later, in case the link one day becomes broken.

Daeri, if you happen by here again, could you edit your last message to remove the extra quoted text?--to keep the thread as readable as possible. Thanks.



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 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

## Faragdar the Wise

Member  
 Member #  
 12124



📅 posted April 02, 2002 12:55 PM 📁 📧 📄 “ ” ✖

Mined from the EN World message boards:

quote:

---

Does Feeblemind prevent the use of spell-like abilities?

**I'm inclined to suggest that it does (supernatural abilities still work, though)**

---

quote:

---

Upon reaching level 5 of the Dragon Disciple prestige class from Tome and Blood, the character goes up a size category. What new bonuses or penalties apply to the character after this change, besides those bonuses and penalties already detailed in the Dragon Disciple write-up?

**None, except what is listed in the class description.**

The Monster Manual details what happens to creatures that grow in size on page 12; does the Dragon Disciple gain the +8 Str, -2 Dex, etc. modifiers that other creatures would after growing in size?

**No, just what's listed in the class description.**

If so, are these bonuses/penalties of any particular type, and/or do they stack with all other bonuses/penalties?

**See previous answers.**

Also, does the Dragon Disciple gain a 10' reach, like most, if not all, Large humanoid creatures have?

## If the character is a biped, yes.

---

quote:

---

I have a question about the invisibility spell. The description states that if you attack a target, the spell is cancelled. An invisible attacker always receives a bonus to hit a target, unless they have blindsight or something similar. So my question is this; If you are under the effects of invisibility, and you have three attacks at +16/+11/+6, do you gain the usual bonus to hit with the first attack, all of the attacks, or none of the attacks?

**All of them. (Note you have to use the full attack action to make all those attacks, so your opponent must be close by.)**

---

[ April 04, 2002, 10:29 AM: Message edited by: Faragdar the Wise ]

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Caliban\_Loreseeker**  posted April 02, 2002 01:53 PM   





Member  
 Member # 5579

Here's a website that has collected a lot of information about various rules questions, including several e-mails from the sage:

<http://homepage.mac.com/guyf/DnD/DnDRulesFAQ.html>

Registered: **Mar 2001** | IP: [Logged](#)

**Mockingbird**





 posted April 02, 2002 03:31 PM   

Member  
 Member #  
 24018

Er, I have a silly question...What's the email addy for The Sage?

Heh, I'd clicked til my fingers seized up on WoTC's site, but the closest I got was a email for sending in submissions to the Dragon Magazine.

Registered: **May 2001** | IP: [Logged](#)

**AverageTable**  posted April 02, 2002 04:45 PM   “ ” 

Member  
Member # 4439

The Sage can be reached at:

[thesage@wizards.com](mailto:thesage@wizards.com)






Go figure.



From: **Halifax, Nova Scotia, Canada** | Registered: **Mar 2001** | IP: [Logged](#)

## Faragdar the Wise

Member  
Member #  
12124

 posted April 03, 2002 08:30 AM    “ ” 

Mined from Guy Fullerton's pages (with spelling mistakes removed):

quote:

1) Can you move while grappling? If so, how do you determine your speed, considering you're bringing your opponent with you? The grappling rules say nothing explicit one way or another. The Improved Grab ability, however, implies that the ability to move while grappling is limited to those creatures with Improved Grab.

**Sage Advice is handling this subject in Issue #287. Here's the short version: Once you have established a hold, you can make one move and drag your opponent with you whenever you make a successful opposed check (you do so \*instead\* of pinning, inflicting damage, or escaping any hold or pin your opponent might have on you).**

2) Some creature special abilities happen "each round it maintains a hold." Does this mean it can use those abilities on the same turn in which they acquired the hold, or must they wait until successive turns?



**Most of that language is wrong. For example, a creature with improved grab or constriction must succeed at an opposed grapple check to actually inflict any damage.**

3) A big cat's Improved Grab ability says that "If it gets a hold, it can rake." Does this rake attack happen only once (at the start of the grapple), or can it be used on subsequent rounds as the grapple is maintained.

**Each time the cat succeeds at an opposed grapple check, it can rake, unless it already as raked as part of a pounce.**

4) Does the answer to #3 apply to the myriad of monster special abilities that say, "if it gets a hold, it can blah"?

**Yes.**

5) Big cats can Rake when they pounce and when they get a hold. Does that mean a pouncing cat might get two chances to use rake on one action (one during the pounce, and one after starting a grapple with Improved Grab), each of which is likely to be two attacks, for a total of four rake attacks?

**No (see #3).**

6) The grappling rules in the PH preclude attacking with two weapons. If a combatant is grappling, can it attack with all of its natural weapons, or are one (or more) of those natural weapons used up by maintaining the grapple? For instance, would a grappling tiger be able to attack with both claws and a bite, or would it lose one (or more) attacks?

**You could use all your natural attacks while grappling (using natural weapons aren't the same as attacking with two weapons). If you do that you cannot also make a grapple check on your turn. You can devote one natural weapon grappling and attack with the rest. Note that if you don't make a grapple check, your opponent doesn't escape; your opponent must win an opposed grapple check to do that.**

7) If it would lose attacks, how do you determine which attack is lost? Would it be the attack that initiated the grapple?

**See previous answer.**

8) Pinning an opponent precludes weapon attacks. Natural weapons count as weapons for most (if not all) game purposes. That implies natural weapons aren't usable while pinning.

**No.**

However, the Dire Ape's combat tactics imply that it *can* claw while pinning an opponent. Is this a mistake in the Dire Ape description? Is the Dire Ape a special case? Can natural weapons be used while pinning?

**In this case, treat natural weapons as "subsequent attacks." So, an ape could allocate one claw to a pin, and then use its other 3 claws to damage the opponent, just as a high-level fighter with 3 attacks could allocate one to a pin and the other to damage. The ape could use those claws as extra grapple attempts, or as natural weapons. (It sucks to be grappled by a monster with natural weapons.)**

---

quote:

---

A sorcerer wants to spontaneously cast a metamagic version of a spell with a casting time of 1 action (say a maximized magic missile). Spontaneously casting a metamagic version of a 1 action spell requires a full-round action. Does this mean the spell takes effect:

A) Just before the caster's action next round? This means spontaneously casting a 1-action spell with a metamagic feat turns its casting time into "1 full round" as described in the Magic section of the PH.

B) Immediately? This means the only difference between casting a 1-action spell and spontaneously metamagic-ing a 1-action spell is that the metamagic one cannot have a move-equivalent action before or after. In other words, a spell with a casting time of "1 action" that requires a full-round action is different from a spell with a casting time of "1 full-round".

**B (immediately). The character uses a full-round action and can't do anything else except take a 5-foot step.**

---

quote:

---

Monk abilities are (to a large degree) crippled by their use of armor. They lose their Wisdom bonus to AC as well as any level bonus to AC when they wear armor. Does using a buckler (or any other shield) count as wearing armor?

**Yes.**

A PowerPlay example in Dragon 279 on page 108 shows a Monk using a buckler to great effect (stacking its AC bonus with the Monk's Wis and level bonuses to AC). Is this PowerPlay example correct?

**No.**

---

quote:

---

How long does the deafness caused by a Thunderstone last?

**Permanent until cured.**

No duration is specified in the item description, so I'd assume it is permanent. This seems awfully powerful for a 30 gp item.

**It's not hard to fix.**

---

quote:

---

Would constructs (in general and golems specifically) and/or magical beasts detect as magical with the detect magic spell?

**No. Neither golems nor magical beasts have magical auras. A golem is created using spells, but it's a creature, not a spell or magic item. "Magical beast" is just a name, it doesn't imply anything about the creature (except what the Monster Manual says about the type). Note, however, that conjured creatures (such as those produced by a summon monster spell) do have magical auras.**

---

quote:

---

Will a character polymorphed into an Annis get the Claw/Claw/Bite attack routine?

**Yes and no. You get the assumed form's natural weapons. To use those weapons, you have to use the normal two-weapon fighting rules (if there are three or more natural weapons, only one can be the primary weapons, the others are off-hand weapons).**

Does Shapechange work the same way.

**Yes.**

Can monsters with high BAB also use a (high damage) natural weapon as a "regular" one (AB/(AB-5)/(AB-10) etc.?

**No, but characters who have assume the monster's form \*must\* do so.**

Will he get the Annis' extraordinary abilities?

**No, the spell description specifically says you don't get extraordinary abilities.**

The spell description also lists several (Rake[Ex], Constrict[Ex] and Low-light vision[Ex]) extraordinary abilities as examples of the "natural" abilities you gain in the new form. Is this a mistake?

**Not in the spell, in some cases, the creature description is wrong (rake and constrict aren't extraordinary).**

How do you decide if an ability is "natural"?

**In general if an ability is not listed as extraordinary, spell-like, or supernatural, it's "natural."**

The revised spell removes the disorientation penalty, but still refers to it later in the spell description. Does the disorientation penalty (and the will save) still apply?

**No. Mentioning the penalty in the errata was a mistake.**

What happens if a caster polymorphs into a creature with a flying speed of more than 120 (like many dragons)?

**The flying speed is reduced to 120.**

Do you need to be familiar with a form to Polymorph into it?

**Yes.**

What does "familiar with" mean anyway?

**Seen the creature or studied parts of it works for me.**

When a character change size his equipment also change size to mach the new form (if the new form uses equipment). Does weapon damage also increase or decrease with size?

**Yes. Se DMG p. 162 for the details.**

You cannot change into a "larger, more powerful version" of a creature. Can you polymorph into the creatures you get by applying the changes implied in a creatures listed advancement? Example: Large Wolverine +8 str, -2 dex, +4 con, +3 natural armor, -1 AC/attack.

**No. You can only change into creatures that are listed independently in the MM (like the various age categories of dragons). A large "Wolverine" is just a really large "Wolverine".**

Does Polymorph Other stack with Enlarge?

**It depends on the order the effects are applied. If you polymorph an enlarged creature, you get the typical size for the assumed form, you can, however, polymorph a creature, then enlarge it.**

Does Polymorph Other stack with Alter Self?

**As with enlarge, it depends on the order of the effects.**

Alter Self: "Your body can undergo a limited physical transformation, [...]. If the form selected has wing you can fly at a speed of 30 ft with poor maneuverability. If the form has gill you can breathe underwater." Are the possible changes listed (extra limbs, wings, gills) the only alterations possible?

**No, they are only examples.**

What else is possible? [I suggested Scent, Low-light vision, Darkvision or Blindsightis]

**The entire sample list shown above is right out.**

**You could, however, give yourself fins, fur, fangs, or claws, or a tail.**

**Before you ask:**

**fins: swim speed 30**

**claw damage 1d4**



**bite damage 1d4****tail slam damage 1d3 (+2 climb and balance)**

Can you have more than one change in effect at the same time (like wings and gills)?

**Yes.**

Can a creature with "monster" attack routines (like a Half-Dragon's 2 Claws and Bite) use those when polymorphed into a creature with similar attacks (like a Troll)?

**I'd think so.**

(Regarding extraordinary abilities...) How about [I mentioned several categories of abilities I thought might be natural, like sensory abilities or abilities based on appearance]?

**No (except for constrict and rake).**

---

quote:

---

Alter Self:

Do you have to take the form of a specific creature or are the changes made to "your own" body?

**You can just change your own body.**

Can you make more than one alteration (wings and gills and claws etc.) each time you cast the spell?

**No, once change at a time.**

---

-----  
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 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

---

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124

📅 posted April 04, 2002 09:41 AM    📄 👤 ✉️ 🗒️ “ ” ✉️

---

Mined from [D&D Ambiguous Rules](#) :

quote:

---

You recently answered a question regarding the Mind Blank spell vs. the effects of True Strike, stating that



Mind Blank does not affect True Strike. Many people resting on both sides of the issue we're hoping you could offer an explanation as to why it does not.

**True strike doesn't reveal anything about a particular creature, so mind blank has no effect on the spell.**

In addition, there have been questions raised concerning how Mind Blank functions in conjunction with other spells. For example, lets say a wizard casts Mind Blank and Improved Invisibility on himself. Does the invisibility now count as part of the caster, or is it considered a separate entity in regards to spells like See Invisibility?

**Mind blank is not effective against see invisibility (non detection is). Mind blank protects against devices and spells that detect, influence, or read emotions or thoughts. And against scrying, which is magical information gathering conducted remotely. See invisibility is not scrying.**

In other words, is the Mind Blanked/Invisible wizard protected from See Invisibility? Detect Magic? True Seeing?

**No in all three cases.**

---

-----  
 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

---

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Bloodstone**

Member

Member #

28423

📄 posted April 04, 2002 11:27 PM 📄 🖋️ “ ” ✉️

---

Dear Sage,

I have two unrelated problems and several questions regarding

both.

The first is about the new Bladesinger in the Tome and Blood web enhancement. For his skill requirements he is listed as needing Perform 3+ ranks (dance, sing+any 1 other). I interpret this as meaning he needs 3 ranks of perform in (dance), 3 ranks in perform (singing) and 3 ranks of perform (anything else). Others have argued that he only needs three TOTAL ranks in each of the 3 selected perform skills (i.e. 1 rank in each ). which interpretation is correct?

**You're both wrong.**

**You need 3 ranks of Perform (you choose one method of performance for every rank you have, see the description of the Perform skill).**

Now, for uncanny dodge. At 2nd level, the Barbarian gains the uncanny dodge ability.

So if I understand this correctly, in order for a level 10 rogue / level 10 assassin (ie a 20th level character) to sneak attack or even death attack a level 2 barbarian he has to have a partner with him and set up flanking?

**Yup.**

A level 10 ranger/level 10 foehunter seems even worse off, since his death attack cannot be used while flanking (as it apparently only works when a target is denied his dex). This seems rather odd. So my questions are:

1) is it the intent of uncanny dodge to make a character virtually immune to sneak attack or merely resistant to it? In other words, does uncanny dodge prevent a rogue from making a sneak attack (since the target never loses his dex bonus to AC) or does it merely make the target harder to hit (since they retain their dex bonus).

**A character with uncanny dodge is not subject to sneak attack when flat-footed or attacked by an unseen foe. The character can be sneak attacked when flanked (though even that gets hard after awhile), or when unconscious or helpless.**

2) If the first level of uncanny dodge does make you virtually immune to sneak attacks from a solo character, is there a way that a high level character can bypass it.

### **Sometimes (read on)**

I notice the second level of uncanny dodge can be bypassed by a rogue with 4 or more levels than the target. can the first level of uncanny dodge likewise be overcome?

**No.**

3) can the skill Bluff be used to feint and cause a target with uncanny dodge to lose his dex bonus to AC.

**Yes.**

What about feats like Flick of the Wrist or Quicker than the Eye?

**Yes.**

In other words, is there any way to make a character with uncanny dodge lose his dex bonus to AC other than immobilizing him?

**Yes.**

**Skip Williams**  
**RPG R&D**

-----




Bloodstone

---

From: **Chicago, IL** | Registered: **Jun 2001** | IP: [Logged](#)

**SimonMoon5**

Member  
Member #  
42366

□ posted April 05, 2002 09:02 AM   “ ” 

---

I have another question.

The Monster Manual errata states that outsiders are proficient with all simple weapons and outsiders with an INT of 6 or higher are proficient with all martial weapons. The planetouched races (tieflings, aasimars) are outsiders. So, are all tieflings and aasimars (assuming INT of 6+) proficient with all simple & martial weapons

**Yes.**

or is this only true for the versions of the planetouched in the Monster Manual which assume these planetouched characters have a level of warrior?

**No.**

Thus, would a PC tiefling wizard with a high INT have all of these weapon proficiencies?



**Yes.**

Registered: **Sep 2001** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124



📅 posted April 05, 2002 09:46 AM 📄 📧 📧 📄 “ ” 📧

quote:

1) If a fighter is hit by a targeted Dispel Magic and that fighter is holding a flaming sword that has had Greater Magic Weapon cast upon it, is the sword affected?

**Yes.**

Do we need to make the dispel check to see if the GMW spell is removed from the sword even though the fighter (not the sword) was the target of the dispel?

**A creature's equipment is part of the creature.**

2) If instead the fighter and sword are caught in an area Dispel Magic, is the Greater Magic Weapon spell cast upon the sword in any danger?

**Possibly. The sword is part of the creature, and the greater magic weapon effect goes into the queue of effects that might be dispelled.**

For number 1, logically I would think "yes", but the spell description is pretty clear in saying "One object, creature, or spell is the target of the spell. ". Since the sword (not the character) was the target of the Greater Magic Weapon spell, it seems that it would have to be the target of a Dispel trying to get rid of it. Or do you get a bunch of objects for free when you target a creature?

**See first answer.**

For number 2, again I would think that the sword should be affected, but the spell description says "Magic items are not affected by area dispels. " I assume this meant that (only) the inherent magical properties of magical items are not suppressed, but that is not what is written. Any clarification (either on the rules as written or on the intent) would be much appreciated.

**You assume correctly,  
Also see second answer.**

---

-----  
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---


From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

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



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### Author

**jontherev**

Member  
Member #  
29444

### Topic: Archive - Sage Responses

□ posted April 05, 2002 10:54 AM    

Howdy,

These are two things I keep seeing pop up on the boards.

1. Can a monk hold (and only hold, not attack) items in one or both hands (crossbow, torch, glaive, coins, scroll, longspear, etc.) without it effecting their unarmed attacks?

**You can hold an item in one hand and still make your normal unarmed attacks, just apply a -2 penalty to all the unarmed attacks the monk makes (sort of like a flurry, but without the extra attack).**

2. The rules mention attacking with one-handed weapons and making offhand unarmed strikes. However, can a monk attack with a 2handed or double weapon and fight unarmed in the same round?

**Sure.**

If so, at what penalty?

**Apply the two weapon penalties to all the attacks the monk makes. Note that the monk will have to use**



**his/her base attack rate, not unarmed attack rate.**

3. Are there any skills that cannot be selected by the Rogue's Skill Mastery? I'm specifically interested in Use Magic Device, Disable Device, and Open Locks, however feel free to make a complete list :-0.





**No.**

Comment: #3 I think needs further clarification. It would be great to take 10 with UMD once your skill is good enough. Also, #1 was altered slightly and put in the most recent Sage Advice in Dragon, where he made a slightly different ruling. IIRC, he said you give up your first attack to hold an item, and take the rest of your attacks normally, basically losing one of your attacks. How one does this as a standard action, I don't know. If someone could post the Sage Advice I'm referring to, that'd be great, as I was borrowing the issue and don't have it anymore.

---

Registered: **Jun 2001** | IP: [Logged](#)

**jontherev**  
Member  
Member #  
29444

□ posted April 05, 2002 12:09 PM    

---

Skip,

Since rogues are proficient in any type of dagger, does this include kukris (curved daggers)?

**No, a kukri is an exotic weapon.**

If not, why does it say any type of dagger when there is only 2 weapons with dagger as part of the name (dagger, punching dagger)?





**It's a mistake.**

**Skip Williams**  
**RPG R&D**

---

Registered: **Jun 2001** | IP: [Logged](#)

**jontherev**

□ posted April 05, 2002 12:14 PM    

---

Member  
Member #  
29444

Skip,

I have a few questions regarding some feats in Song and Silence:

1. Can Dash be taken more than once (stacking, of course)?

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

2. Can you Hamstring a creature more than once (quarter it's movement, etc.)?

**You can't hamstring a biped twice.**

3. How about using it to strike a wing instead of a leg to halve it's flying?

**No, see feat description.**

4. Why can't you Hamstring creatures with more than 4 legs (i.e. 3 successful sneak attacks to affect a six-legged creature)? Some kind of balance reason, I presume?

**Because it gets absurd after awhile. I suppose you could hamstring \*anything\* provided you hit half it's legs.**

5. I found Quicker Than the Eye confusing. Do you get an actual extra partial action granted to you if \*any\* foe (even 1 out of 20 goblins) fails the Spot check?

**No. Creatures that fail their spot checks just don't see what you're doing for the rest of the round.**

6. Or, is this feat meant to just allow you to make one attack after bluffing in the same round?

**No, you can do just about anything after the bluff.**

7. For instance, can these moves be done:

a) make a melee attack, bluff, and attack again if successful (failed checks lose dex bonus)?

**No.**

b) bluff, move 30', and attack if successful (failed checks lose dex bonus)?

**No.**

c) bluff, attack (or drink potion, move, etc.) if successful (failed checks lose dex bonus)?

**Yes.**

8. If everyone makes their Spot checks, the rogue could still take a partial action, but everyone retains their dex bonus...is this correct?

**Yes (or everyone sees whatever it is that you're doing for the rest of the round).**

9. If not, a failed bluff results in no further action in the round (assuming no Haste)...is this right?

**No, see previous answer.**




**Skip Williams  
RPG R&D**

---

Registered: **Jun 2001** | IP: [Logged](#)

**jontherev**

Member  
Member #  
29444

□ posted April 05, 2002 12:18 PM   “ ” 

---

Hello. Since you can target them normally, does Displacement negate sneak attacks?

**Yes. Any degree of concealment negates sneak attacks.**

## Skip Williams





### RPG R&D

comment: I asked because of the description of the spell saying that you target normally.

Registered: **Jun 2001** | IP: [Logged](#)

### KarinsDad

Member  
Member #  
75336

▢ posted April 06, 2002 07:33 AM    “ ” 

Here is a reply I once got from the Sage:





In any case, I don't appreciate seeing my stuff reposted on \*any\* website. When I'm ready to "go public" I'll print something in the column.

Guess he wouldn't like this thread. 😊

From: **USA** | Registered: **Apr 2002** | IP: [Logged](#)

### Faragdar the Wise

Member  
Member #  
12124

▢ posted April 09, 2002 06:33 PM    “ ” 

\*bump\*

It's back! Carry on, if you have more messages from The Sage.



KarinsDad, I asked him about this archive. He has changed his mind and given at least tacit approval for the existence of this thread. The WizOs even went to check, to make sure, and confirmed that it was okay.




[ April 09, 2002, 06:37 PM: Message edited by: Faragdar the Wise ]

-----  
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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

### kreynolds

Member  
Member #  
75813

▢ posted April 10, 2002 08:01 AM   “ ” 

The Forsaker gains a +1 inherent bonus to any desired stat per level. I have a few questions on this, just to make sure I'm handling this properly.

1) Are these bonuses still subject to the inherent bonus limit of +5?

**Yes.**

2) Do these bonuses stack with those gained by character level advancement?

(pretty sure they do, but just checking)

**Yes, your level advancement is not a bonus to an ability score, the score just goes up).**

3) Can you put all 10 bonuses in one stat? (kind of a repeat of question 1, just to be sure)

**No, +5 is the limit.**

**Skip Williams  
RPG R&D**




-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**kreynolds**

Member  
Member #  
75813

□ posted April 10, 2002 08:04 AM   “ ” 

Skip,

There is a lot of conjecture on message boards regarding weapons of speed and haste and how they DO or DO NOT stack.

Since the description of the speed ability says that it does not stack with haste, I take that to mean that if you are hasted, you have 2 choices:

- 1) Use the extra action granted by haste (for whatever).
- 2) Use the extra attacks granted by your speed weapons.

This is how I've been handling it as a DM. (Which means "God I hope I'm right!")

My question is simple. If you are hasted, can you use the speed ability of your weapons (assume there are two) in any way?

**The DMG is correct, the speed property does not stack with haste. When hasted, use the extra attack from the weapon or the extra attack (or partial action) from the haste effect, not both.**




**Skip Williams**  
**RPG R&D**

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**kreynolds**  
Member  
Member #  
75813

□ posted April 10, 2002 08:06 AM   “ ” 

quote:

---

Wound (Ex): The damage a clay golem deals doesn't heal naturally. Only a heal spell or a Healing spell of 6th level or higher can heal it.

---

Can regeneration or fast healing heal this damage? In the case of a creature with regeneration, is the damage a clay golem deals subdual or lethal?

**Consider fast healing or regeneration a healing spell of the appropriate level. A clay golem deals subdual damage to a regenerating creature.**

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**Zherog**  
Member  
Member #

□ posted April 10, 2002 10:44 AM   “ ” 

39222

quote:

Originally posted by jontherev:

**Hello. Since you can target them normally, does Displacement negate sneak attacks?**

**Yes. Any degree of concealment negates sneak attacks.**

**Skip Williams  
RPG R&D**

**comment: I asked because of the description of the spell saying that you target normally.**

Hmmmm... does this mean a character wearing a minor cloak of displacement is completely immune to sneak attacks? Do I read that correctly (since you must use the displacement spell to create the cloak)

Thanks!

-----  
Links: [VLH 9](#); [Keeper of the Castle of Fun FAQ \(link\)](#); [Very Large Hats Archive](#)

In Memory: SJS 24-02

---

From: **Bensalem, PA** | Registered: **Aug 2001** | IP: Logged

## AverageTable

□ posted April 10, 2002 11:31 AM



Member

Member # 4439

quote:

Originally posted by Zherog:

**Hmmmm... does this mean a character wearing a minor cloak of displacement is completely immune to sneak attacks?**



Yup. As long as he is wearing the cloak he is considered to have one-half concealment (20% miss chance). This makes

him immune to sneak attacks.

---





From: **Halifax, Nova Scotia, Canada** | Registered: **Mar 2001** | IP: [Logged](#)

**Zherog**

Member

Member #

39222

□ posted April 10, 2002 12:00 PM    “ ” 

quote:

---

Originally posted by AverageTable:

**quote:**

---

**Originally posted by Zherog:**

**Hmmmm... does this mean a character wearing a minor cloak of displacement is completely immune to sneak attacks?**

---

**Yup. As long as he is wearing the cloak he is considered to have one-half concealment (20% miss chance). This makes him immune to sneak attacks.**

---

That's an awfully inexpensive item to make one totally immune to sneak attacks!! I'm not complaining - my character has one, and now the assassins that are after him can't keep making their death attacks on him!! WOOHOO!!

-----  
 Links: [VLH 9](#); [Keeper of the Castle of Fun FAQ \(link\)](#); [Very Large Hats Archive](#)

In Memory: SJS 24-02

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From: **Bensalem, PA** | Registered: **Aug 2001** | IP: [Logged](#)

**orbitalfreak**

Member

Member #

17660

□ posted April 10, 2002 07:44 PM    “ ” 

---

Subject: Green Dragon damage reduction question:

Dear "The Sage":

I have a quick question concerning the damage reduction of





the Green dragon. Currently, all dragons have DR 20/+3, except the Green, which is 20/+2. Shouldn't this be 20/+3 as well? I mean, even the White and Black dragons, decidedly weaker species, have the higher DR.

sincerely  
orbitalfreak@hotmail.com





**Yes, it should**

**Skip Williams**  
**RPG R&D**

-----  
**WHITE RIBBON**

Duct tape is like the force. It has a light side and a dark side, and it holds the universe together.

From: **Southeast Louisiana** | Registered: **Apr 2001** | IP: [Logged](#)

▢ posted April 10, 2002 09:46 PM    

**kreynolds**

Member

Member #

75813

quote:






Originally posted by Zherog:

**That's an awfully inexpensive item to make one totally immune to sneak attacks!!**

No it's not. Sneak attacks are **awfully** painful. 😊

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

▢ posted April 13, 2002 08:40 AM     

**Faragdar**  
**the Wise**

Member

Member #

12124

\*bump\*




kreynolds, did you think he had said expensive or did you realize he said **in**expensive?

**Fizzley**

Member  
Member #  
37418

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted April 13, 2002 05:03 PM   “ ” 

In the description for the Brooch of Plenty (In Oriental Adventures) It states that 2 hours of rest provides the same benefits as 8 hours of rest. My question is this, is the 2 hours of sleep with the Brooch of Plenty equivalent to 8 hours as far as spell casting goes?




**If you're a wizard or sorcerer. no. You need 8 hours of restful calm to prepare spell/access your daily spell allotment (see Preparing wizard spells in Chapter 10 of the PH).**

**Divine spellcasters might get away with "recharging" on that 2-hour sleep, though,**

-----  
**I am a sig Virus. Please put me in your sig so that i can continue to replicate.**

50% of you will not get this joke.

Registered: **Aug 2001** | IP: [Logged](#)

□ posted April 14, 2002 09:34 AM   “ ” 

**kreynolds**

Member  
Member #  
75813

quote:

---

Originally posted by Faragdar the Wise:  
**kreynolds, did you think he had said expensive or did you realize he said inexpensive?**

---

I realize he said inexpensive. See, I have this theory that the 3rd edition designers sat back one day and totally checked out the rules before release, and something like this happened.

Designer 1: "Hey! This looks good!"

Designer 2: "Yeah it does! I couldn't have done better!"

Designer 1: "Totally awesome...wait. Wow. Have you seen how much pain and suffering the rogues will be causing with Sneak Attack?"

Designer 2: "Oh my god...that's a lot of damage. Those poor players."

Designer 1: "Yeah. I feel terrible."

Designer 2: "But's it's not unbalancing, so we can't really go back and change it."

Designer 1: "Maybe not, but I still feel really bad about inflicting that much pain."

Designer 2: "Actually, I do to."

Designer 1: "So...what do ya' think?"

Designer 2: "Cheap magic item?"

Designer 1: "Cheap magic item."

Designer 1 & 2 collectively: **"MONTE! WE NEED ANOTHER MAGIC ITEM!"**

Of course, this is just my theory. 😊

-----

"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

📅 posted April 15, 2002 10:40 AM 📄 🖋️ “ ” ✉️

**kreynolds**

Member  
Member #  
75813

Come on peeps! Let's keep those Sage emails coming in.



-----

"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

📅 posted April 16, 2002 08:44 PM 📄 🖋️ “ ” ✉️

**kreynolds**

Member  
Member #  
75813

1. If a wizard casts a quickened spell, does it provoke an attack of opportunity?

**Yes (but even a quckened spell can be cast defensively).**

2. If a sorcerer was to cast a spell with the Quicken Spell feat (which is useless), would it provoke an attack of opportunity?

**Yup.**




-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

## **kreynolds**

Member  
 Member #  
 75813

□ posted April 16, 2002 08:45 PM   " " 

---

I have a question about damage reduction. If a 20th-level monk attacks a creature with DR 10/+1 with his unarmed strike, he ignores it, both because of his own DR and his ki strike. What if a high-level barbarian hits a creature with his unarmed strike? Does that ignore all DR, none, or some? Note that it does not occur on Table 3-13.

DMG pg 74

"A creature's natural weapons count as weapons of the type that can ignore it's own DR."

since there aren't any weapons that can pass a barbarians DR, they don't bypass any DR.

but

If he can ignore his own, he should be able to ignore other barbarians.

**Barbarians cannot bypass DR, either their own or any other creature's. For a creatures to ignore DR, the has to be a number or entry other than a — after the slash in the DR entry.**

**Skip Williams**  
**RPG R&D**

[ April 16, 2002, 08:48 PM: Message edited by: kreynolds ]

-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---




From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**kreynolds**

Member

Member #

75813

□ posted April 19, 2002 10:49 AM   “ ” 

---

Howdy Skip,

I have a question regarding burst enhancements, vorpal enhancements, etc. These enhancements activate when you score a critical hit. My question is this: Will the Improved Critical feat or the Keen weapon enhancement, which both increase the threat range of the weapon, also apply to the burst/vorpal enhancement?

**Yes (but if you want to bar that in your game you won't get any grief from me).**

There seem to be two sides to this argument.

1) The burst/vorpal enhancements use the end-result threat range of the weapon (i.e. they take into account Improved Critical or Keen).

**This one's technically correct.**

2) The burst/vorpal enhancements use the original unmodified threat range of the weapon.




**This one probably is less problematical in the long run.**

**Skip Williams**  
**RPG R&D**

-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

□ posted April 19, 2002 11:01 AM   

**Perun**

Member  
Member #  
65858

quote:

---

**Q:** *It regards the Oozemaster prestige class in the Masters of the Wild accessory, more specifically, the Charisma penalty that is mentioned in the Table 5-14: The Oozemaster (p. 67). The same feature, however, is not mentioned in the Class Features entry on page 68 of the book.*

*I am thus wondering whether the Charisma penalty is merely a leftover from some previous write-up of the class, or whether it's a class feature the entry for which has been left out of the book for whatever reason. If it's the latter, would the penalty be applied directly to the character's ability score (which would be pretty weird, since there is no other class that I'm aware of that does that, and it would dramatically penalise sorcerers and bards (who, as is said in the class description on page 67, find the class rather appealing -- a pretty odd situation, if their primary spellcasting ability would be so radically reduced, by 5 through 10 class levels)), or would it be applied only to the Charisma checks made by the character (which makes more sense, since the class already gives bonus to the Disguise skill, and this would penalise other skills tied (more or less) to the immediate, person-to-person interaction)?*

**A: Yes, an oozemaster gets the listed Cha penalty. (If you made it a penalty to Charisma checks--except for disguise--that probably would work.)**

---

Registered: **Feb 2002** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #

□ posted April 22, 2002 10:15 PM



\*bump\*

It's been a while. Perhaps there are some new folks who

12124

haven't seen it yet.



-----  
 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: Logged

**SerpentMage**

□ posted April 25, 2002 08:07 PM



Member  
 Member #  
 77559

Got my first reply back from the Sage, here's how it went:

quote:

*1) Under the description for Wild Shape, it indicates that the Druid/etc recovers hps as if he/she had rested for a day. Is this resting based on the activity level of the day leading up to the use of Wild Shape, or is it further defined elsewhere?*

### **Assume a day of light rest**

Furthermore (added a bit about Fast Healing Feat):

### **Assume a normal day of light rest, not feat or skill augmented.**

*2) The description in the DMG of Death (in the Conditions Summary section) says that, "A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device)." I have a couple of questions about this statement:*

*2a) Which spells constitute restoration to full health, and what does full health imply?*

### **See spell descriptions. Full hit points, no disease.**

*2b) What happens to effects that require a Fort save during the period of death (poison, disease, energy*

*drain, etc)? Are they automatic saves, or is the counter suspended during the time of death and resumed at the time of raising?*

**Dead bodies don't have to make Fort saves.**

*2c) Specifically, if a character is under the effects of one (or more) temporary negative levels and dies, does raising/resurrecting that character (after the 24 hour period) negate the effects of those temporary negative levels, or is the character still forced to save vs each negative level to avoid permanent level loss? If they are forced to save, at what point does this occur (after 24 hours, while still dead; immediately upon raising; or after 24 hours of 'life')?*

**In the case of negative levels, make the saves when the character comes back (and you still lose a level for dying).**

---

All in all, a very positive experience.

-----  
As poor Dvorak himself once said, proposing a new key layout is akin to proposing to "reverse the Ten Commandments and the Golden Rule, discard every moral principle, and ridicule motherhood." - Nicholas Thompson on the Dvorak keyboard layout

---

From: **St. Louis, MO, USA** | Registered: **Apr 2002** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124



□ posted April 26, 2002 01:39 PM



quote:

---

When a caster attempts to use a scroll, if he fails his caster level check but avoids a mishap, is the scroll used up?

**Yes.**

Does the DC increase from Spell Focus apply just to



spells the cast from memory, or does it also apply to spells from spell completion and spell trigger magic items?

**No.**

I ask because Tome & Blood implies that it applies to magic items (School Staffs), but the FAQ says that it doesn't (FAQ page 28).

**Yes, T&B does imply that, but it shouldn't.**

**Skip Williams**  
**RPG R&D**

---

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

All times are Pacific Time

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**Author**
**Topic: Archive - Sage Responses**
**Faragdar  
the Wise**

 Member  
Member #  
12124

 ▢ posted May 03, 2002 07:08 AM    “ ” 

\*bump\*




Rescued from the bottom of page 4



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Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

 From: **FL** | Registered: **Apr 2001** | IP: Logged

**stryderelessar** ▢ posted May 03, 2002 01:13 PM   “ ” 

 Member  
Member # 41318 Thanks for sending my scroll question into the Sage,  
Faragdar. 😊

-----





-Stryder Elessar

Scientists make the cars; poets make the places to go.

 Registered: **Aug 2001** | IP: Logged

**Anvarian**

 Member  
Member #  
68984

 ▢ posted May 03, 2002 07:12 PM    “ ” 

Just something I thought I'd add on from my questions from  
The Sage.



1) Are creatures with constant invisibility, like Pixies, able to see invisibility as well?

Not unless their descriptions say so.

Are they able to see others of their own race?

Not unless their descriptions say so.

Would a city of Pixies constantly be bumping into each other for not being able to see each other?

Probably, that's pixies: A: can become visible and B: Don't live in cities.

2) Do creatures gain higher movement as they advance in size?

No.

Also, if they have SR, would that rise as well? Example: If a Pit Fiend increases to 21 HD (thus becoming a huge creature), would it's movement and SR rise or stay the same?

No increase in movement, Technically no increases in SR, either, but it might be a good idea to bump up SRs by +1 for every 50% increases in HD.

3) I believe I read somewhere that Elminster is immune to Temporal Stasis instead of Time Stop, as written in the Forgotten Realms Campaign Setting. I don't remember where I read this and have searched all the errata I can find. Is this true? It seems it would be impossible or foolish to choose immunity to Time Stop, since it would mean you could never cast it (range: personal).

Hmmmm.....

That should be in the FRCS errata. Yes, Elminster is immune to temporal stasis.

4) I'm DMing and recently had a case in which a player cast a flame arrow with the metamagick feat subdual substitution. He then took a -4 to his ranged touch attack to make the damage real and claimed it would deal real damage (force) since subdual damage didn't seem to make sense as an energy attack.

No.

His reasoning makes sense and seems rather ideal for turning energy attacks into force damage (no damage reduction or resistances could stop it). I would like a more official opinion on the matter though.

A flame arrow deals fire damage. A flame arrow with subdual substitution deals subdual fire damage.

5) I've seen a feat Dragons can use called Quicken Spell like ability. Is there a like feat for PC characters if they obtained a Spell like ability through Innate Spell or the like?

No, but you could create one.

-----  
 Anvarian: No I'm going to have to disagree with you there too.  
 Grathos: But it was your idea in the first place!  
 DM: \*snicker\* (Ring of Contrariness)





---

Registered: **Mar 2002** | IP: [Logged](#)

## Faragdar the Wise

Member  
Member #  
12124



□ posted May 08, 2002 09:39 PM    “ ” 

quote:

---

In the FAQ, you made this statement about "temporary hit points" when answering a question about the "body feeder" weapon quality:

"In general, any effect that allows you to gain temporary hit points over time allows you to stack

those points, but only those points."

I'm confused about how that applies to creatures with the special ability "energy drain". For example, a vampire succeeds at a slam attack against the party inflicting two negative levels and gaining 10 temporary hit points. Before his next turn, he takes one hit for 5 hp damage. He then succeeds at another slam attack, inflicting two more negative levels. Does he gain another 10 temporary hit points?

**Yes.**

Does he regain only 5, to replace the hit points he lost last round?

**No, the vampire gets 10 temporary points.**

Or does he get no more hit points, since the last 10 temporary hit points haven't yet "worn off" and the temporary hit points from subsequent attacks don't stack?

**See previous answer.**

How long do temporary hit points last for a creature with the "energy drain" special ability? Is it 1 hour, as with the spell?

**1 day.**

The "ioun stone - pearly white" says it "works like a ring of regeneration". From that, I infer that it also heals 1 point of subdual damage every 5 minutes. Does it also mean that the stone allows you to reattach/regrow lost limbs?

**No.**

That seems absurdly powerful for a 20,000 gp use-activated item that doesn't take up a slot.

**Indeed it would.**

**Skip Williams**

**RPG R&D**





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-----

Rules questions? Check the [D&D Game Rule FAQ](#)  
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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted May 10, 2002 11:25 AM       “ ” 

---

**cwslyclgh**

Member  
 Member #  
 74079



hey Skip,

I was just wondering about how the third ability of Protection from evil works, specifically does this hedge out and prevent bodily contact from all outsiders and elementals, or does it only work on summoned/conjured creatures like the spell description states?

*Summon/conjured creatures, as the spell description says.*

I am inclined to go by the literal description of the spell, and not have it hedge out native outsiders, but the Monks Perfect self ability in the PHB seems to indicate otherwise, is a 20th level monk prevented from touching a creature under the effects of a protection from law spell?

*No. (Unless, of course, the monk is conjured or summoned.)*

Finally does Magic Circle against whatever work in the same way as protection from whatever as far as this function of the spells go?

Yes.

Skip Williams  
 RPG R&D

-----

C. WeSLeY CLouGH  
 Maintainer of the [Tome and Blood FAQ](#)  
 Read "Dead of Winter" by me >>>[HERE](#)<<<

---

From: **Tacoma** | Registered: **Mar 2002** | IP: [Logged](#)

**Triple Point**

□ posted May 10, 2002 11:39 AM



Member  
Member #  
81641

This is a reply from 'The Sage' about the **sculpt spell** feat, the first response below prompted a second question which is appended to the end of this post.

quote:

---

> Dear Sage,

>

> Sculpt spell allows you to "modify an area spell by changing

> the area's shape"

>

> 1) What constitutes an 'area spell' ?

>

**A spell with a area entry in its description.**

> I'm presuming that spells with an 'area' line in the spell

> description are the defining factor

>

**Correct.**

> but what about the following :

>

> 2)Some spells mention the area is centred on you/your hands i.e.

>

> Burning hands - "Area: Semicircular Burst of flames 10 ft long

> centred on your hands"

>

**It's still an area.**

> Antilife Shell - "Area: 10-ft radius emanation centred on you"

>

**Also an area.**

> Does the newly sculpted area also need to be

centred on you/your

> hands ?

>

**Yes. In the case of burning hands, the sculpted area originates from your hands, much as a cone would.**

> 3) Spells with an 'Area: Cone' entry

>

> A cone area generally has a 'range' equal to the size of

> the cone - is this also the range for the newly sculpted

> spell ?

>

**Yes, that is the size of the sculpted area is now the range of the spell.**

> A Cone effect also generally originates from the casters

> square - is this also a requirement for the newly sculpted

> spell ?

>

**Yes.**

> 4) Spells that describe their effect or target in terms of an

> area but don't have an 'area' line in the spell description i.e.

>

> Blade Barrier - "Effect: Spinning disk of blades, up to

> 30-ft radius"

> or

> Web - "Effect: Webs in a 20-ft. radius spread"

> or

> Confusion - "Target: All creatures in a 15-ft radius"

>

> Can these spells also be sculpted ?



>

**No. No area entry, no sculpting.**

> 5) Spells which allow you to target a number of discrete

> targets within a specific area i.e.

>

> Break Enchantment - Target(s): Up to one creature per level

> all within 30ft of each other

>

> Can this 'area' be sculpted too ?

>

**No.**

> 6) Area effects with a variable component i.e.

>

> False Vision - "Area: 25 ft + 5 ft/two levels-radius emanation

> centred on the point where you were when you cast the spell.

>

> Are these variable area spells sculptable ?

>

**Yes.**

> are they replaced

> with a fixed area from the list in the sculpt spell feat or

> does the variable component transfer to the newly sculpted spell ?

>

**No, choose from the areas the feat makes available.**

> 7) Spells with an 'Area' entry which actually describes a volume

> i.e.

>

> Fire Storm - "Area: Two 10-ft cubes per level"

> or

- > Flame Strike - "Area: Cylinder (10-ft. radius, 40 ft. high)"
  - > or
  - > Invisibility Sphere - "Area: 10-ft. radius sphere centred
  - > around the creature or object touched"
  - >
  - > Can you sculpt this area ?
  - >
- Yes.**

- > How would you handle this, maybe
- > it can only be replaced by the cylinder or cube options from
- > the feat ?
- >

**Same as any other sculpted spell--choose from the areas the feat makes available**

- > 8) Spells which appear to have a limited area to justify their low
  - > level - a little difficult to categorise these but an example
  - > would be...
  - >
  - > Grease - "Target or Area: one object or a 10-ft. x 10-ft. square"
  - >
  - > Can you really replace this 10x10 area with a 20 ft radius for
  - > just +1 level on the cast ?
  - >
- Yes (though grease probably ought to be an effect spell).**

- > 9) Shadow generated spells i.e.
- >
- > Shadow Evocation used to cast a 'shadow' fireball
- >
- > Can the area of the fireball still be sculpted if the shadow

> evocation is cast at a higher spell level ?

>

**Yes.**

> 10) Bolts/Beams i.e. lightning bolt/ sunbeam state

> that they start at your fingers / at a point right

> in front of you. >

>

>

> Is this constraint carried over to the newly sculpted

> area ?

>

**Yes, just like a cone.**

> i.e. it has to have some component of the new

> area that is next to the square you are in ?

>

> 11) Symbol, can you sculpt the 60 ft radius effect of

> a symbol ?

>

**Yes.**

> 12) Multiple areas in a single spell i.e.

>

> Fire Storm - "Area: Two 10-ft cubes per level"

>

> Do you replace the total area (volume) with one of the options

> from the sculpt spell feat or can you generate two separate

> volumes or two new volumes per level ?

>

**Choose from the areas the feat makes available.**

---

This prompted a question about the example given in TaB about a lightning bolt which was sculpted into a ball, full question and the answer from Skip are given below

quote:

---

- > Dear Sage,
- >
- > Many Thanks for your prompt reply.
- >
- > Typically after seeking a clarification it raises more
- > questions....
- >
- > TaB gives an example of a lightning bolt being
- sculpted into
- > a ball. The description for LB says "... the bolt
- begins
- > at your finger tips ..." so the newly sculpted spell
- must
- > also have this constraint
- >
- > but the 'ball' option in the sculpt feat is described
- > as "... a ball (20-foot-radius \_spread\_) ..." which
- strictly
- > speaking means the new 'lightning ball' just got let
- off with you
- > smack bang in the middle of the effect, Is this the
- intention ?
- >
- > Or does it mean that the new shape has one of its
- effected squares
- > adjacent to the casters square ? in the same way
- that one of the
- > effected squares of a normal lightning bolt is always
- adjacent
- > to the caster ?
- >
- > Thanks in advance
- >
- Technically, a ball lighting bolt spreads from you**
- finger, and zaps you. The spirit o the feat says**
- you get a sphere that extends away from you,**
- with you just outside the radius.**

Skip Williams  
RPG R&D

---





---

From: **UK** | Registered: **May 2002** | IP: Logged

## Faragdar the Wise

Member  
Member #  
12124



□ posted May 19, 2002 12:35 PM    “ ” 

\*bump\*

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)





---

From: **FL** | Registered: **Apr 2001** | IP: Logged

## WolfOfTheMist

Member  
Member # 69500



□ posted May 19, 2002 10:29 PM    “ ” 

Hello. I have a quick question.

There are tons of discussions on the boards that are arguing about weather certain things can be used as an AoO. I need this clarified I am totaly confused now. What can be used as an AoO? And if strike a weapon can't and dissarm can, why?

Thank you,  
Wolf

**An AoO is melee attack. Therefore, you can do anything as an AoO that you can do as a melee attack (such as disarms or trips). Check the action descriptions in Chapter 8 of the PH.**

**Strike a weapon: You do this as a melee attack (see the first line of the action description on page 163 of the PH.**

**Disarm: You also do this as a melee attack (see page 137 of the PH).**

**Skip Williams  
RPG R&D**

-----

We are a hord of rampaging Tarrasques! Krie! Krie!

Registered: **Mar 2002** | IP: [Logged](#)

## WolfOfTheMist

Member

Member # 69500

📅 posted May 19, 2002 10:36 PM 📄 👤 ✉️ 👤 🗑️ “ ” ✉️

I have several questions for you.



I wrote you before asking what attacks could be made as AoOs. You said anything that is one melee attack so that would include attack, strike a weapon, trip, disarm, grapple, and any others I failed to mention

**Correct.**

Now alot of those provoke AoOs themselves.

**What you do as an AoO can provoke an AoO itself.**

Lets say a wizard standing next to a fighter casts a spell using a wand, he provokes an attack of opportunity by casting. The fighter tries to disarm the wizard of his wand, but he fails, the wizard can then try and disarm the fighter. Lets say the wizard succeeds, does he now have the fighter's sword in his hands? Or does the wand count as a weapon and the sword fall to the ground? Any info you can give on these types of situations would be very helpful.

**From a recent column (you do read the column, don't you?)**

**On a normal disarm attempt, you and the target make opposed checks using their melee attack numbers. But what if you're trying to knock a wand out of a wizard's hand? Would the wizard make a roll using only his Dexterity modifier?**

**Use opposed attack rolls for any disarm attempts (the better you are at combat, the harder it is to take things away from you).**

**If the target of the disarm is not a weapon, and the**

**target is something that the defender has in hand or is being carried on a belt or other fairly accessible place, the attacker makes an attack roll against the item first. (A normal disarm attempt against a weapon doesn't require an initial attack roll, but that is because the weapon is assumed to be in use and pretty easy to strike.) Use the rules for attacking inanimate objects on page 135 of the Player's Handbook. The item's Armor Class depends on its size, as shown on Table 8—11; remember that a held, worn, or carried object uses the wielder's Dexterity modifier to Armor Class (instead of its own -5) and gains the benefit of any deflection bonus to Armor Class that the wielder has.**

**If the initial attack strikes the object, make an opposed attack roll to see if the defender drops the item.**

**If the item is being worn or is particularly well secured to the defender's body (such as a ring), an attacker probably can't just knock it loose with a melee attack. In this case, you have to make a grappling attack and take the item. Use the normal grappling procedure. If you start a round and have your opponent pinned (see page 137 in the Player's Handbook) you can then attempt a grappling check to yank away any item the opponent wears or carries. The item's size modifier to Armor Class (from 8—11 in the Player's Handbook) applies to your opponent's opposed roll. If you win the opposed roll, you take the item from the opponent. You can't take away an item this way unless the opponent wears or carries it someplace where you can reach it. For example you cannot dig an item out of the bottom of a foe's pack. You can, however, yank off the opponent's pack and then search it.**

Do wands and staves do damage when you twak someone in the head with them? Lets say I have a Staff with charges still left in it but I just want to conk someone, does it deal damage like a Quarterstaff? A wand like a club? Perhaps a -

4 proficiency penalty like using arrows as melee weapons?

**No damage to the wand or to the target.**

I have heard many people say that monks do not get their favored number of attacks when using gauntlets and I am inclined to agree with them.

**You're right.**

But what about this ward cestus business? Do monks get to use their UBAB with that or similar "enchantable" weapons?

**No. When a monk uses a weapon , no extra unarmed attacks (unless the weapon is a special monk weapon).**

I know an unarmed character doesn't threaten areas for AoOs, what about an unarmed monk? Or someone with gauntlets or spiked gauntlets on?

**Monks are "armed" so are characters armies with gauntlets and such, so are creatures with natural weapons.**

**Skip Williams**  
**RPG R&D**

These answers were nice but I would have like a bit more info on what happens if you hit someone with a magical staff. I guess it does damage like a quarter staff sense he only said wands don't do damage.

-----

We are a hord of rampaging Tarrasques! Krie! Krie!

---

Registered: **Mar 2002** | IP: [Logged](#)

**WolfOfTheMist**

Member

Member # 69500

□ posted May 19, 2002 10:40 PM



Hello,





How are multiple damage reductions on the same creature handled? Do they "stack" or do they overlap? I am assuming that if I have damage reduction 15/silver and 10/+1 then a silver weapon would still face the 10/+1 reduction. But would a mundane non-silvered weapon have to deal with 15 or 25 damage reduction?

**Two or more kinds of damage reduction do not stack. A however, a creature with multiple damage reduction qualities gets the benefit of the best one for any given attack against it. Against a silver weapon, the sample creature would still have 10 points of DR. Against a mundane weapon the creature would a DR of 15.**

How much does a silvered weapon cost? I have found silvered daggers in the core books. But what if I want to silver another weapon?

**About 5 times the normal cost.**

The Archmage Arcane Fire ability from the Forgotten Realms Campaign Setting has confused me a bit. I know it takes up a ninth level slot to have and does 1d6 points of damage for each level of the Archmage, I would hope that only levels of the Archmage Prestige class count for that purpose. But what about channeling a spell into it? Does that mean I could use up a 5th level spell I had memorized for an extra 5d6 points of damage? What if I don't want to use up a spell, can I still use Arcane Fire without the extra damage from channeling a spell? What about 0 level spells?

**Just as stated in the FRCS, 1d6 points per level of archmage, plus 1d6 per level of the spell channeled into the power. If you're a 10 level archmage and you channel a 5th-level spell, your arcane fire deals 15d6. Of you use a 0-level spell, you deal 10d6. You must use a spell to use arcane fire.**

The Horrid Wilting spell in the PHB deals 25d8 damage at it's best. I have looked in the errata and found no corrections

for it. Does this mean it is an exception to the statement in the DMG that 8th level spells that effect more than one creature shouldn't do more than 20 dice of damage?

**It should max out at 20d6.**



**Skip Williams**  
RPG R&D

-----  
We are a hord of rampaging Tarrasques! Krie! Krie!

Registered: **Mar 2002** | IP: [Logged](#)

**Faragdar  
the Wise**  
Member  
Member #  
12124



□ posted May 20, 2002 04:57 AM    “ ” 





WolfOfTheMist, Skip quoted that same passage about disarming a non-weapon in "answer" to one of my questions. I notice that it doesn't answer your question any better than it did mine. As strange as it seems to counter-disarm with a wand, I guess you would resolve it just as though it were a weapon. It'd be nice if he just said that instead of trying to plug is column with a non-answer. (He must know how few of us subscribe to Dragon.) My question was about the AoO provoked when you Strike an Object that's held, carried or worn. I hesitated to post it here, because he didn't answer the question.

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**WolfOfTheMist**  
Member  
Member # 69500



□ posted May 20, 2002 09:57 AM    “ ” 

Yeah he has been vague or just plain didn't properly answer the question several times. I would asume that he either didn't take the time to carefully read all the questions or was sleepy at the time.

I don't really blame him, I would think he would have to answer alot of emails. But more info on things would be nice...

-----  
 We are a hord of rampaging Tarrasques! Krie! Krie!



Registered: **Mar 2002** | IP: [Logged](#)

## WolfOfTheMist

Member

Member # 69500



□ posted May 22, 2002 01:49 PM    “ ” 

Hello, I have a few quick (some not so quick as you probably would like) questions for you.

Some weapons enchantments and artifacts drain levels for as long as you are holding, wearing, or using them. Undead are imune to level drain, but would level drain from a sorce like this be an exeption to that imunity?

Does a keen weapon gain benefit from a Keen Edge spell?

**No, like effects do not stack.**

Can silver weapons also be masterwork? If I am correct then a masterwork silver longsword would cost 375 gp.

**Yes. Just add the masterwork weapon cost to the silver cost. Assume a multiple of 5 for most melee weapons. A silvered long sword would cost 75 gp. A masterwork silvered longsword would cost 375 gp, just as you suggest.**

A Ring of Sustainance reduces the number of hours of sleep needed from 8 to 2. Sence elves gain the benefit of 8 hours of sleep from 4 hours of trance, it seems pretty clear to me that elves need to trance for 2 hours to gain the benefit of 4 hours of trance/8 hours of sleep. Or does it not effect trance at all, but if the elf actually sleeps as humans do for 2 hours they are rested?

**I don't recommend letting the ring affect the trance.**

And what impact does the ring have on resting before the preperation of spells?

**Neither the trance nor the ring affects recovery of**

**spells, see page 154 in the PH.**

If I get a critical hit with a burst weapon (such as flaming burst) do I deal an extra d6 and extra d10

**Yes. (See the DMG Errata).**

Or just and extra d10?

**No,**

There have been many reports on the boards about what you said regarding reach weapons. I wanted to get the real answer from you, not passed down through all those people. If a medium sized character is using a long spear does he threaten the second diagonal square from him?

**Yes and no.**

If he doesn't I would think he could still AoO anyone closeing from the diagonal.

**That's correct.**

I just need a clerification.

**The next FAQ will include:**

**Okay, so I can't reach 15 feet on the diagonal with my 10-foot reach weapon.**

**Does that mean I don't get attacks of opportunity against foes who approach me on the diagonal?**

**If you're a Medium-sized character armed with a reach weapon**

**you do not threaten a foe 2 diagonals (15 feet away), but if a foe moves up to attack**

**you on the diagonal you still get an attack of opportunity against that foe before the**

**foe gets adjacent to you (at some point the approaching foe had to be 10 feet away and**

**threatened by you). Note, however, that if the foe**

**moves adjacent to you with a 5-foot step, you do not get an attack of opportunity, even if the foe takes that step along a diagonal.**

**Skip Williams.**





-----  
We are a hord of rampaging Tarrasques! Krie! Krie!

Registered: **Mar 2002** | IP: [Logged](#)

**chonjurer**

Member  
Member #  
42508



▢ posted May 22, 2002 02:04 PM    “ ” 

quote:

Originally posted by WolfOfTheMist:

**If you're a Medium-sized character armed with a reach weapon you do not threaten a foe 2 diagonals (15 feet away), but if a foe moves up to attack you on the diagonal you still get an attack of opportunity against that foe before the foe gets adjacent to you (at some point the approaching foe had to be 10 feet away and threatened by you). Note, however, that if the foe moves adjacent to you with a 5-foot step, you do not get an attack of opportunity, even if the foe takes that step along a diagonal.**



*THAT* is going to cause large amounts of problems.



-----  
Official Skeptic 6/Cynic 9 of the Church\_Of\_Mel

[Boards FAQ links \(Have a question? We can probably help\)](#)

From: **Canada (2nd largest country in the world)** | Registered: **Sep 2001** | IP: [Logged](#)

**WolfOfTheMist**  posted May 25, 2002 05:37 PM   “ ” 

Member  
Member # 69500



\*BUMP\*

I didn't want this to look tasty in the upcoming cleaning of the boards.

-----  
We are a hord of rampaging Tarrasques! Krie! Krie!

Registered: **Mar 2002** | IP: [Logged](#)

**kreynolds**  posted May 28, 2002 06:51 AM   “ ” 

Member  
Member #  
75813

I submitted this simply because there was a big fat argument about it on ENWorld.




-----  
Does Blade Barrier bypass damage reduction since it's "slashing" damage? I would think so, since it's like, you know, a spell and all, but I wanted to be sure.

**It's a spell, DR does not apply (but it also doesn't t work against foes immune to slashing damage).**

**Skip Williams**  
**RPG R&D**

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**Faragdar the Wise**  posted May 30, 2002 06:43 AM   “ ” 

Member  
Member #  
12124



quote:

What is the activation time of a scroll of summon monster? Page 175 contradicts itself and the section on scrolls never comes right out and says it. From page 175, "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". But then later on the same page, "Activating a spell

completion item is a standard action."

Even though the former seems right, because otherwise scrolls of summon monster are more powerful than scrolls with other spells of the same level, I thought clarification was needed. Also, wands and staves specifically state that if the spell being cast has a casting time longer than one action, then that's also the activation time for the item, despite the fact that page 175 also says, "Activating a spell trigger item is a standard action."

**The activation time for a spell completion or spell trigger item is the casting time for the spell stored (usually 1 action, but not always).**

---

quote:

---

In the latest column of Sage Advice, you stated that arcane spell failure did not apply when casting a spell from a scroll. Why, then, does the item "Caster's Shield" state, "The user can cast the spell scribed on the back of the shield with no chance of arcane spell failure due to the shield?"

**Presumably because someone thought a reminder was in order. Arcane spell failure does *\*not\** apply when activating an item.**





---

-----  
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 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124

□ posted May 31, 2002 11:29 PM    “ ” 

Thanks to Wererat, from Monte Cook's boards:

quote:

---



The pale master class grants an undead vassal at level 10. I was curious, what are the rules are if your vassel is slain. Can you summon another, or are you just suck without it.

**Just use your undead summoning ability to get a new one (you get a vassal with the listed stats), If you've already used your summoning ability today, you have to wait until tomorrow to get a new vassal. If you have not used your summoning ability today, you can get a new vassal right away, but that uses up your summoning ability.**

---

quote:

---

In defenders of the faith, there is an armor enhancement called undead controlling. The armor says you can control up to 26 HD of undead each day, but that they are released at dawn. The question is, the spell that the description says this enhancement mimics is control undead. This spell has a target of 2hd of undead / caster level. So what does this armor actually allow.

**Up to 26 hit dice worth each day, just as the description says. Each time you use the armor, you designate one or more undead that are all within range (55 feet), no two of which are more than 30 feet apart. If you have hit dice reaming after using the power, you can keep using it until you run out of hit dice. Undead you control stay under your control until the next dawn.**

I doubt it augments how many undead you can control through other means, but it seems as if this armor allows you to cast 'control undead' or something. Is that spell completion?

**No, it's command activated.**

Finally, I'm not sure who this armor is for(which is really the stem of my confusion). It cant be for mages, since there arent many armor enhancements made for



them, and i doubt it effects how many undead you can control through other means, so it doesnt seem for a cleric either.

**It's "for" anyone who wears armor.**

---

quote:

---

Ok, someone told me that enhancement bonuses and animal affinity bonuses stack. What is wizards' standing on this? If yours is different, what is your standing?

**They stack (Mr. Bruce Cordial and I recently re examined the issue and that's the answer we arrived at).**

**Skip Williams**  
**RPG R&D**

---

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
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---

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Faragdar**  
**the Wise**

Member  
Member #  
12124



□ posted June 01, 2002 02:38 PM    “ ” 

---

More from wererat:

quote:

---

Armor of haste seems to be one of the most broken things i have ever seen. Please tell me that this is an error of some sort.

**It would be helpful if you would include a product title and a page number when you ask a question like this.**

**Are you referring to Armor of Speed from Defender's of the Faith? (The stuff is costed correctly but it works just like boots of speed--**

**you have to activate the haste effects and you only get 10 rounds of haste a day).**

**Skip Williams**  
**RPG R&D**

---

quote:

---

Ok, with damage reduction, what if a monstor, or PC, has multiple sources, how is damage resolved. Assume a creature had natural damage reduction of 100/+1 and a spell granted him damage reduction 5/+2 and a creature did 106 damage to him, how much would he take?

**Use the best DR that applies to a particular attack.**

**Your example creature would have 100 points of reduction against an attack with a weapon of up to +1, but only 5 points or reduction against a +2 weapon (and no reduction against a weapon of +3 or better).**

**Skip Williams**  
**RPG R&D**

---

quote:

---

Ok, say if someone were to have a jump 33 feet into the air. (An explanation is in the following paragraph if you want it.) Do they take damage from falling? Or better, if someone can make a 200+ long jump, do they take falling damage? I know this sounds stupid, but i have disputes with fellow players.

+30 ring of jumping (enhancement)  
 +10 boots of striding and springing (competence)  
 +7 ranks  
 +3 str  
 +10 average roll

-----

60 total

That would normally be a 60 foot long jump. With mental leap it's a 120 foot long jump. My speed is 80  $((30 \times 2) + 10$  speed of thought +10 barbarian fast movement. And so it increases by 4/3. So my long jump is 280.

With the same roll (60) my high jump is 6.25. Which is doubled by mental leap to 12.50. My speed is still 4/3 higher, so its total 33 feet.

**You don't take falling damage unless the place where you land is lower than the place where you took off (and remember that a successful jump check reduces the distance you have effectively "fallen.")**

---

-----

Rules questions? Check the [D&D Game Rule FAQ](#)  
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---

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)





**chonjurer**

Member

Member #

42508



□ posted June 04, 2002 02:34 PM    “ ” 

---

I decided to get a response about the Boccob's Blessed Book, so here it is:

-----

*Howdy-Ho. Just looking for a clarification here: it has been mentioned on the boards that Monte Cooke issued a clarification on his web sight that the text "accepts freely" from the Boccob's Blessed Book magic item in the DMG means that it does not cost any gp to scribe spells into it*

Good for Monte!

- *is this correct?*

Yes, it's correct.

*Secondly, how long does it take to scribe the spell? (My assumption is that it still takes the same amount of time to scribe the spell into the book)*

Correct.

-----

So it doesn't cost anything, but it takes the same amount of time.

[ June 04, 2002, 02:35 PM: Message edited by: chonjurer ]

-----




Official Skeptic 6/Cynic 9 of the Church\_Of\_Mel

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---

From: **Canada (2nd largest country in the world)** | Registered: **Sep 2001** | IP: [Logged](#)

**kreynolds**  
Member  
Member #  
75813

□ posted June 07, 2002 10:49 AM   “ ” 

---

Need some help figuring this out...

1) The description for the condition "Energy Drained" mentions nothing about losing 5 hit points for every negative level you sustain.

**That's because you don't.**

2) In the DMG, the special ability Energy Drain mentions losing 5 hit points for every negative level.

**That's an error.**

3) In the PH, the Enervation spell mentions nothing about losing 5 hit points for every negative level.

**That's because you don't.**

Which one is correct?

**See previous answers.**

When a target is struck by a Enervation or Energy Drain spell, do they lose 5 hit points for each negative level sustained?

**No.**

What about a target struck by a creature with the Energy Drain ability?

**Also no.**

**Skip Williams**  
**RPG R&D**




-----

"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**Triple Point**

📄 posted June 07, 2002 11:03 AM   “ ” 

Member  
Member #  
81641

---

When does the partial action from haste kick in ?

I know this one is pretty much taken for granted but I couldn't find an official reference so here's the reply from Skip (**In Bold**) :

quote:

---

Subject: When does the partial action for Haste kick in ?

When you cast HASTE on yourself do you get the extra partial action immediately (i.e. during the same round you cast haste ?)

**Yes**

PRO argument :  
 Spells take effect immediately. The Partial Action is available before or after your normal action. After you have cast haste, then it's both after your normal action(s) and haste is in effect  
 => you get the partial action immediately. Is this the correct interpretation ?

**Correct. (But remember to count the spell's duration from that point, too).**

CON argument :  
 When you take your normal actions to cast haste, then haste is not active at that time so there's no 'time' to fit in the partial action at the end of the round. OR Is this the correct interpretation ?

**Incorrect.**

Skip Williams  
 RPG R&D

---

HTH





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From: **UK** | Registered: **May 2002** | IP: [Logged](#)

## Carcharoth

Member  
 Member #  
 62571



📄 posted June 07, 2002 02:20 PM    

---

quote:

---

Hello,

I'm curious about something, and thought that you might have the answer, as I can't find it anywhere else. If a paladin (or other character with Share Spells

for its mount / familiar) has a mount that can cast spells itself, can its spells be shared with the paladin through Share Spells?

Thanks,

Ryan Collins

---

No.

Skip Williams  
RPG R&D

-----  
Ryan "Carcharoth" Collins

---

From: **Seattle, WA, USA** | Registered: **Jan 2002** | IP: [Logged](#)

▢ posted June 07, 2002 06:53 PM



## Faragdar the Wise

Member  
Member #  
12124



And a last batch from wererat:

quote:

---

In the back of the DMG it says that if you make an item that has restrictions on who can use it. If the item is restricted by class or alignment, the reduction is 30% to the cost. Does this effect the item's creation, or just how much it can be sold for?

**It affects creation costs and market price.**

---

quote:

---

Can a soul knife use metapsionic feats on the powers he imbeds?

**Yes, but every 2 points of additional cost increases the power's "level" by 1 (see page 23). For example, if you embed a 1st-level power, it can't cost more than 4 extra points.**

---

quote:

---

A barbarian has +10 to speed and boots of striding double his speed. So which happens first? Is his speed 80 or 70?

**Add +10, then double.**

---

quote:

---

When you polymorph you keep class level and abilities and lose supernatural abilities, but what about supernatural abilities that are class abilities, like a paladin's smite evil or aura of courage?

**Technically, all supernatural abilities go away. As a house rule, I suppose you could exempt class skills.**

---

-----  
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From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**20/20/20**

Member  
 Member #  
 87654



□ posted June 09, 2002 09:16 AM    “ ” 

---

need to get a life the post that are put up had made gaming whith on of people in my group hard to play with on room for fun in his game.

---


From: **yuma** | Registered: **Jun 2002** | IP: [Logged](#)

All times are Pacific Time

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**Author**
**kreynolds**

 Member  
 Member #  
 75813

**Topic: Archive - Sage Responses**

□ posted June 12, 2002 07:26 AM

Just one question to end an argument.  
 Can you use Sneak Attack while Raging?

**Yes. You can't use any ability that requires concentration when raging, but sneak attack doesn't require concentration, just the ability and the opportunity to use it.**

**Skip Williams**  
**RPG R&D**

-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**kreynolds**

 Member  
 Member #  
 75813

□ posted June 13, 2002 07:22 AM

Found this over on ENWorld, but cleaned up the formatting.  
 Was rather messy. 😊

quote:

The ride-by attack feat states that you do not provoke

an attack of opportunity from the opponent who's threatened area you move through. It does not state that your mount is also protected. Hence why I thought mounted combat was a prerequisite to ride-by so you could protect your mount with a ride check.. In the game stoppers, this doesn't come up and as Krusk cannot be flat-footed, he still threatens an area right? Would Krusk get an attack of opportunity against the hell hound for moving through his threatened area? Or is the hell hound protected by his rider's feat even though the hell hound didn't attack Krusk ----(Sword & Fist, pg 66 says ride-by attack only protects against attacks of opportunity from your target)?

Help please?

**Your movement during a Ride By Attack does not provoke attacks of opportunity from the foe you attack. This extends to your mount also (after all, it's your mount that is doing the moving).**

**Skip Williams**  
**Wizards RPG R&D**

---

-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

## Melriken

Member  
 Member #  
 48882



📄 posted June 14, 2002 02:20 PM    📧    📧    📧    “ ”    ✉

---

quote:

Subject: Undead

the undead descriptor says that since undead have no constitution that spells that require a fortitude save

don't work on them unless they affect objects (like disintegrate)

Haste has a saving throw of "Saving Throw: Fortitude negates (harmless)"

does this mean that an Undead Lich (like there are any other kinds...) can NOT cast haste on itself since haste requires a fortitude save, and is thus assumed to act on the physiology of the target, which Undead like the lich don't have?

The problem I am having is that some people say the (harmless) clause makes the save voluntary, (and undead are only immune to spells that "require" a fort save) but page 150 of the PHB says that ALL saves are voluntary so I don't see how this could work that way.

**Yes, undead can be hasted. The "harmless spells" reasoning is not exactly valid, but it fits the spirit of the rules.**

**Skip Williams**  
**RPG R&D**

---

quote:

---

> 2: a weapon with two enhancement bonuses only gets the  
> greater bonus, however they are both still there, they  
> just don't stack. also in the case that one of the  
> bonuses is removed the other becomes active  
> ex +5 adamantium longsword in an antimagic field  
> becomes a +2 weapon

Yes, that's what happens when you take a magical adamantine weapon into an antimagic field.

- >
- > question: if a staff +5 defender has greater magic
- > weapon cast on it with a caster level 12 and the
- > character uses the defender ability to make it +5AC,
- > +0 tohit does the enhancement bonus from GMW
- take
- > precedence and make it a +4 tohit, +5AC weapon?

No, if you allocate all a defending weapon's bonus to defense, you have no bonus left over for attacks; the same would hold true if you were wielding an adamantite defending weapon. (The bonus you've allocated to defense is still there, and it still doesn't stack with any other bonus the weapon might have.) Note that if you had a +1 defending weapon and you made it +5 with greater magic weapon, you could only devote +1 to defense (giving you +1 AC and +4 attack).

---

quote:

---

- > hello, I have a question about bonus spells due to
- > high stats.
- >
- > if a wizard has an int of 18 he gets a bonus 1st,
- 2nd,
- > 3rd, and 4th level spell slot. if he then has wish
- > cast on him 4 times to raise his int to 22 does he get
- > an additional 5th, 6th, 1st, 2nd level spell slots as
- > the chart indicates?

Yes.

- >
- >
- > what if instead of wish he got a headband of int +4?
- > would that make a difference?

>

Yes, but only if he/she were wearing the headband while preparing the spells. If he/she loses the headband, the extra spells are lost. (You lose one spell of a level at least as high as your old ability bonus. For example, if your Int was 22 (+6) and you lose 4 points, dropping your Int to 18 (+4) you lose a 6th- and 5th-level spell. The list spells must be ones you have ready to cast (not one you've already cast). If you don't have a spell of the appropriate level ready to cast, you can lose another spell of your choice.

>

> also I assume that because wizards memorize their spells that he would not get any bonus spells until the next day, what if it was a sorcerer with charisma instead? would they get bonus spells now, or 24 hours later, or never?

See previous answer for the wizard,. In the case of the sorcerer, the item needs to be in place during the 15-minute "ready period" each day (see page 156 in the PH).

---

coulda sworn I asked more than that... oh well...






-----

"What kind of need would be great enough that we'd want the Dragon to save us from it?" - Rand Al'thor

---

Registered: **Nov 2001** | IP: [Logged](#)

**Shogun  
Warrior**Member  
Member #  
21733






 posted June 14, 2002 09:27 PM
 




---



From: **Phoenix, Arizona** | Registered: **May 2001** | IP: [Logged](#)

**kreynolds**Member  
Member #  
75813

 posted June 18, 2002 07:08 AM
 




---

Another one from ENWorld...

quote:

---

We have recently gotten into a heated debate over the feat Sunder.

1st question:

A Pit Fiend has a DR 30/+3. The Pit Fiend gets sunder as a feat but only has natural weapons. Can it use its claws to sunder a magic weapon?

**Yes.**

2nd question:

Can a fighter with Admantine Bastard sword sunder a magical longsword +1?

**Yes (you need a magical bonus to overcome DR, but not for sunder).**

**Skip Williams**  
**RPG R&D**




---

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

**kreynolds**

Member  
Member #  
75813

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

□ posted June 19, 2002 12:50 PM   “ ” 

Howdy Skip,

Would a Silence spell negate the damage caused by a Sonicball (Energy Substituted Fireball), if the Sonicball was detonated within the area effected by the Silence spell? I'd say no, but not 100% sure.

### **No sonic damage within an area of magical silence.**

If the Sonicball is detonated outside the area but part of the Sonicball spread into the area of Silence, would the Silence spell still cancel out the Sonicball? I'd still say no, but not 100% sure.





### **Only in the area of overlap.**

### **Skip Williams RPG R&D**

[ June 19, 2002, 12:51 PM: Message edited by: kreynolds ]

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

□ posted June 26, 2002 08:29 PM    “ ” 

\*bump\*

I remember seeing a couple of new questions/answers posted on other threads. If you recently received a response, please add it. Thanks.

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**Faragdar  
the Wise**

Member  
Member #  
12124





**sanishiver**Member  
Member #  
33958

□ posted June 27, 2002 02:06 AM



Hello,

Is it possible for a character to use the tumble skill while flying?

I can't think why not.

If it is possible, what minimum maneuverability class is needed, if at all?

Technically maneuverability (so long as you actually have the skill), otherwise, I suppose Good or better.

Thanks for all your help!

-----  
Recent player quote, "What have we been reduced to? Our first watch is a horse and a dead elf!"

Moldek Durr, Monk of Ilmater

---

From: **The Illustrious Bedroom Community Of Morgan Hill** |  
Registered: **Jul 2001** | IP: [Logged](#)

**sanishiver**Member  
Member #  
33958

□ posted June 27, 2002 02:07 AM



Hello,

Is the concealment bonus afforded to a Nightmare only effective against attacks that pass through its cone effect? Or does the 'brimstone mist' provide concealment against attacks from any direction?

It's the former.

Skip Williams

RPG R&D

-----  
Recent player quote, "What have we been reduced to? Our first

watch is a horse and a dead elf!"

Moldek Durr, Monk of Ilmater

---

From: **The Illustrious Bedroom Community Of Morgan Hill** |





Registered: **Jul 2001** | IP: [Logged](#)

**sanishiver**

Member

Member #

33958

□ posted June 27, 2002 02:09 AM    “ ” 

---

I think this one was already covered in this thread, but just in case:

Hello again,

If a character with a +5 defending weapon enchanted with greater magic weapon (granting a +5 bonus also) sinks all of the weapons bonus into defense, will the enhancement from the GMW spell keep the weapon at +5?

No.

When you apply the magic weapon spell, the +5 enhancement bonus doesn't stack with the +5 the weapon already has. This leaves you with a +5 bonus to allocate between attack and defense. (Likewise, if you put all 5 points of enhancement bonus into defense, you're not left with a +1 attack bonus from the weapon's masterwork quality.)

Note, however, that the defending weapon property lets you allocate the weapon enhancement bonus. So if you put great magic weapon on a +1 defending weapon and make that weapon +5. you now have a +5 bonus to play with. (Some DMs balk at this, but it fits both the letter and the spirit of the rules.

Thanks!

-----  
Recent player quote, "What have we been reduced to? Our first watch is a horse and a dead elf!"

Moldek Durr, Monk of Ilmater





---

From: **The Illustrious Bedroom Community Of Morgan Hill** |  
Registered: **Jul 2001** | IP: [Logged](#)

## Antorylis

Member  
Member #  
80934



📅 posted June 27, 2002 09:29 AM    “ ” 

### Invisibility, concealment, and sneak attacks

quote:

---

Assume it is the middle of combat. No one is flat-footed, and no one is flanked.

1) An invisible rogue expends a full-round action to attack an opponent twice while in melee. Attacking immediately cancels invisibility. Does the rogue get to add his sneak-attack damage to both attacks?

**Yes.**

2) Similar scenario. The rogue attempts to hide. No opponents succeed in detecting him. He makes two ranged attacks against an opponent within 30 feet. Does the rogue get to apply his sneak-attack damage to both ranged attacks?

**Yes.**

**If you're unseen at the beginning of you're turn, you get whatever bonuses apply for being unseen for any attacks you make during your turn.**





---

[ June 27, 2002, 09:35 AM: Message edited by: Antorylis ]

From: **Queensbury, New York** | Registered: **May 2002** | IP: [Logged](#)

## Faragdar the Wise

Member  
Member #  
12124

📅 posted July 04, 2002 09:45 AM    “ ” 

\*bump\*







-----  
 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

**cwslyclgh**

Member

Member #  
74079

□ posted July 11, 2002 10:31 PM    “ ” 

Bump (from page 5)






-----  
 C. WeSLeY CLouGH  
 Maintainer of the [Tome and Blood FAQ](#)  
 Read "Dead of Winter" by me >>>[HERE](#)<<<

From: **Tacoma** | Registered: **Mar 2002** | IP: [Logged](#)

**Ghostrider**

Member

Member #  
9867

□ posted July 12, 2002 07:36 AM   “ ” 

Can a ghost touch weapon hit a creature on the ethereal plane? What about a creature on the ethereal plane attacking a prime with GT weapon?

Here is what I meant:

Blink Spell: If the attack is capable of striking ethereal or incorporeal creatures, the miss chance is only 20% (for one-half concealment).

So a ghost Touch weapon can strike incorporeal creatures making the miss chance 20%.

Why can a Ghost touch weapon lower the chance of missing a blinking character?

If the blinking person had a GT wepon would it lower theirs?

[ July 12, 2002, 11:51 AM: Message edited by: Ghostrider ]

-----  
 Touch not lest Ye be "Touched"

Drexel Doomand

5th lvl Wizard/ 2nd lvl air elemental savant, Neutral Good Tiefling,

<http://www.livingfaerun.com/>

<http://www.enworld.org/messageboards/showthread.php?s=&threadid=249&perpage=15&pagenumber=4>

---

Registered: **Mar 2001** | IP: [Logged](#)

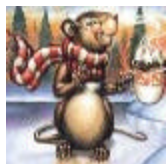
**seekeroftruth** □ posted July 14, 2002 06:27 PM    “ ” 

Member

Member # 93832

Subject: Surprise rounds and first round of combat

I am running a campaign for the first time and am having some difficulties with the rules for being caught flat-footed.



I am aware of the consequences but is a character who acts in the initial surprise round considered flat-footed if their initiative check for the normal combat rounds is less than that of their foes.

I have ambushed the players only to have the party "fighter", an iajutsu master, roll high on his initiative and, with "speed" on his armour, move into combat then use his high iajutsu score to deal large, sometimes lethal, blows to my NPCs. I feel that this means the only way to beat being caught flat-footed is to attack from so great a distance as to be unreachable in one round. Please help if I am interpreting the rules wrongly.

**no. you're only flat-footed until you act in combat. if you've acted during the surprise round, you've acted during combat.**

-----

## Pity for the guilty is treason to the innocent





---

From: **England** | Registered: **Jul 2002** | IP: [Logged](#)

### Truffles

Member  
Member #  
47713



▢ posted July 20, 2002 10:59 AM    

---

\*bump\*

Mmmm, answers.

-Truffles

-----  
Dunna worry 'bout that, t'is merely a fresh wound.





---

From: **Melbourne(AU)** | Registered: **Oct 2001** | IP: [Logged](#)

### cwslyclgh

Member  
Member #  
74079



▢ posted July 29, 2002 06:10 PM    

---

down on page 5 again

-----  
C. WeSLeY CLouGH

Maintainer of the [Tome and Blood FAQ](#)

Read "Dead of Winter" by me >>>[HERE](#)<<<





---

From: **Tacoma** | Registered: **Mar 2002** | IP: [Logged](#)

### Faragdar the Wise

Member  
Member #  
12124



▢ posted August 14, 2002 08:09 AM    

---

This was sent to me a few weeks ago by Ableard from the Monte Cook message boards. I finally have time to post it:

quote:

---

I have several questions about the air elemental's whirlwind ability.

First, when in whirlwind form, can the elemental still make its normal slam attacks?

**No.**

Can it make attacks of opportunity, and if so, what form do they take – slams or attempts to “catch” the target in the whirlwind?

**No, it does not threaten the area around it.**

Second, it's not clear exactly what the elemental has to do to try to "catch" somebody. Does it need to make an attack roll?

**No. The creature has to enter the whirlwind or the elemental has to move over the creature (this does not provoke AoOs from the defender).**

Does it need to expend an action, and if so, what type?

**See previous answer.**

Does it still have its normal reach, or does it need to physically move into the target's square?

**See previous answer.**

If the latter, does it have to end its movement in the target's square to "catch" him?

**No, the elemental just moves, the creature is carried along if "caught" or left behind if it is not.**

If not, is there any limit to the number of creatures it can try to "catch" by moving into beyond the limit of how far it can move?

**No.**

How does Flyby Attack apply here?

**It doesn't.**

Third, what can a non-flying creature do if it is trapped in the whirlwind?

**Pretty much anything except move.**

Obviously it can't attempt to move since it's trapped, but are there any other restrictions on what it can do?

**You have to make a concentration check to cast spells (same as the Reflex save DC) You can attack, but you're treated as entangled.**

Can it attack the elemental, and if so, does it receive any special bonuses or penalties to such an attack?

**See previous answer.**

Does the dust cloud effect apply to a trapped creature?

**Yes, if it is present.**

**These answers also apply to a water elemental in**

**vortex form and to a djinni in whirlwind form.**

**Thanks to your perceptive and lucid questions, I'm inclined to rewrite the whirlwind description thus:**

---

quote:

---

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

*The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.*

Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (see the following table for details) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size. *The DC is Strength based.*



*Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a concentration check (DC 10 + spell level) to cast. Creatures caught in the whirlwind suffer a -4 penalty to effective Dexterity and -2 penalty to attack rolls.*

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

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment (see Concealment, page 133 in the Player's Handbook). Those caught in the cloud must succeed at a Concentration check to cast a spell (DC 15 + spell level).

*An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.*

### **Skip Williams**

#### **RPG R&D**

---

quote:

---

Thanks, that was helpful.

I had one additional question I left out of my email because I'd already received a good answer from another source (Sean K. Reynolds, on his website). However, if you're really going to rewrite the description of this ability for errata or something similar, you might want to address it.

The question: how many creatures can be trapped inside the whirlwind simultaneously? Sean's suggestion was to follow the same scheme as the Swallow Whole ability: two creatures of one size lower, four creatures of two sizes lower, etc. Seemed like a good answer to me!

**It's a good answer. But the correct one is: as many creatures as fit in or touch the space the whirlwind or vortex fills (which is not fixed).**




---

[ August 14, 2002, 08:12 AM: Message edited by: Faragdar the Wise ]

-----  
 Rules questions? Check the [D&D Game Rule FAQ](#)  
 The Sage said WHAT!?!? - [Archive - Sage Responses](#)

---

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted August 14, 2002 01:31 PM   “ ” 

---

*Weapon enchantment/buffing question*

1) Could you cast Keen Edge (or Weapon of Impact, its bludgeoning counterpart) on a magical weapon that had already been enchanted up to the +10 non-epic maximum? In other words, could you create a situation in which your weapon was effectively +11 or +12 temporarily via weapon buffing spells?

**Yes, you can.**

To illustrate the question by example:

You can, by the rules (I think), have a +2 shocking burst (+2), flaming burst (+2), icy burst (+2), holy (+2), (total +10 enhancements) Great Axe Lets say I have this Great Axe with a +10 total enchantment (Sweet!). Now, can I have my wizard friend cast Keen Edge on it? -OR- since the weapon cannot be crafted with more than 10 pluses of bonuses without

**Thoth  
Amon**

Member  
 Member #  
 57621



essentially being an Artifact, is it in some way capped out? The same question applies if I am using a Scabbard of Keen Edges (which allows for the Keen Edge Spell to be applied to your weapon 3 times a day.)

**You cannot \*create\* a weapon with more +10, but that does not mean a weapon cannot \*be\* more than +10 temporarily. Note, however, that enhancement bonuses from spells still don't stack with a magic weapon's magical enhancement bonus. A +2 flaming, speed sword that receives a +3 enhancement bonus from a greater magic weapon spell becomes a +3 flaming, speed sword.**

-----  
 ...take a deep breath, reread the original post to make sure you are actually replying on topic, then, if you must, post a friendly and constructive criticism... --WizO-Snark

You have no valid argument - go away. --Frank, but on a bad day.

---

From: **Scenic Fairfax Virginia** | Registered: **Jan 2002** | IP: [Logged](#)

📄 posted August 22, 2002 01:37 PM



## Melriken

Member  
 Member #  
 48882



quote:

---

on page 172 of the players handbook Acid fog says

"Each round, starting when you cast the spell, the fog deals 2d6 points of acid damage to creatures and objects within it."

now that can be read two ways

- 1: Creatures and unattended objects
  - 2: Creatures and thier equipment as well as unattended objects
- 

1 is correct.

quote:

---

I am inclined to believe that it is referring to unattended objects, some people I play with insist that it affects the equipment of anyone caught in the fog. But this would mean that with good damage rolls (or a maximized spell) you would destroy 90% of magic items (rings, wands, arrows, cloaks, ect) in one round, and whatever was left would almost all be destroyed in the second round (anything with a hardness 5, and when maximized anything with a hardness 10 would be gone in a few rounds).

does acid fog affect items carried or worn by creatures in the area?

---

No (no more than a fireball or other area effect does).




-----  
 "What kind of need would be great enough that we'd want the Dragon to save us from it?" - Rand Al'thor

---

Registered: **Nov 2001** | IP: [Logged](#)

### Blaise The Magician

Member  
 Member #  
 68005

🗨️ posted August 27, 2002 04:12 AM   “ ” 

Hello!!

Has anyone heard a ruling on this question:

Can you use the feat Manyshot on the hasted partial action, so that you would get the manyshot on your standard action and another manyshot on your hasted action.???

Thanks for a response





Blaise The Magician

---

Registered: **Mar 2002** | IP: [Logged](#)

### Preston11223

Member  
 Member # 94931

🗨️ posted August 29, 2002 01:50 PM    “ ” 

-----  
 From: Preston Poulter

Posted At: Wednesday, August 28, 2002 11:02 AM



Conversation: Spell interaction question  
Subject: RE: Spell interaction question

Since the Spectral Hand is blinking in and out with me, does that mean that people trying to attack the hand have a 50% miss chance?

Yup.

Skip Williams  
RPG R&D

-----Original Message-----

From: Sage Advice [mailto:thesage@wizards.com]  
Sent: Wednesday, August 28, 2002 9:57 AM  
To: Preston Poulter  
Subject: RE: Spell interaction question

Yes, but even then there still will be a failure chance when you try to deliver the spell.

Skip Williams  
RPG R&D

-----

From: Preston Poulter  
Posted At: Tuesday, August 27, 2002 11:29 AM  
Conversation: Spell interaction question  
Subject: RE: Spell interaction question

Can I hold the charge until I reappear or do I check when I make a successful touch attack?

-----Original Message-----

From: Sage Advice [mailto:thesage@wizards.com]  
Sent: Tuesday, August 27, 2002 11:20 AM  
To: Preston Poulter  
Subject: RE: Spell interaction question

-----

From: Preston Poulter

Posted At: Monday, August 26, 2002 2:42 PM  
 Conversation: Spell interaction question  
 Subject: Spell interaction question

If I cast spectral hand, and then cast blink, and then cast vampiric touch, do I have to worry about blink interfering (the part that say your spells can be disrupted 20% of the time) with me using the vampiric touch on my opponent through the hand?

Yes. (Neither spectral hand nor vampiric touch negates your failure chance when you're blinking.)

Warmest Regards,  
 Preston Poulter




-----  
 Preston

---

From: **Venice, CA** | Registered: **Jul 2002** | IP: [Logged](#)

**Blaise The Magician**

Member  
 Member #  
 68005

▢ posted August 29, 2002 10:52 PM   “ ” 

I got my answer from the sage.

Hello!!

Can you use the feat Manyshot on the hasted partial action, so that you would get the manyshot on your standard action and another manyshot on your hasted action.???For example an archer with BAB 12/7/2 would get two many shots at 10/10/10 each.

Yes.





Thanks for a response

---

Registered: **Mar 2002** | IP: [Logged](#)

**chonjurer**

Member  
 Member #

▢ posted September 04, 2002 08:35 PM    “ ” 

> Hello there, we were having a discussion on the

42508



- > boards about how the various spell immunities
- > work (here is a link if you're interested:
- > [http://boards.wizards.com/rpg/ultimatebb.php?ubb=get\\_topic;f=118;t=002051](http://boards.wizards.com/rpg/ultimatebb.php?ubb=get_topic;f=118;t=002051))
- > and we are confused about exactly how a Golem's spell immunity does work.

Think of it as unbeatable SR.

- > It is clear from the spell that the spell is treated as
- > infinite/unbeatable SR against the warded spells, but the golem
- > description seems to indicate that it might be different.

No, that's right.

- > So, is a golem's spell immunity unbeatable SR, or is it just immune to
- > all spells?
- > If the former, can I assume that is it affected by a Maze spell?

Yup (Maze is SR: No; you build a maze around the golem).

- > What about the fire from a wall of fire?

Wall of the is SR: Yes, so the golem is immune. Note fire has special effects on some golems

- > If the latter, what about things like Greater Magic Weapon, Rock to Mud
- > cast under them, etc?

If the SR entry is "no" the golem does not ignore the spell's effects.

- > The text on the Anti-magic field seems to indicate that some spells that
- > aren't listed under their description can affect them, but we're not sure
- > what.

See previous answers (and your own excellent judgement).





> Thanks in advance for your help 😊

-----  
Official Skeptic 6/Cynic 9 of the Church\_Of\_Mel

[Boards FAQ links \(Have a question? We can probably help\)](#)

From: **Canada (2nd largest country in the world)** | Registered: **Sep 2001** | IP: [Logged](#)

**cwslyclgh**  
Member  
Member #  
74079

▢ posted September 04, 2002 10:06 PM    “ ” 

finally the sage has spoken on the Golem Immunity question 😊



-----  
C. WeSLeY CLouGH  
Maintainer of the [Tome and Blood FAQ](#)  
Read "Dead of Winter" by me >>>[HERE](#)<<<

From: **Tacoma** | Registered: **Mar 2002** | IP: [Logged](#)

All times are Pacific Time

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» [Hello, azhrei\\_fje \[ log out \]](#)

This thread has multiple pages: [1](#) [2](#) [3](#) [4](#) [5](#)

### Author

### Lothaniel

Member  
Member #  
12058



### Topic: Archive - Sage Responses

□ posted September 05, 2002 10:48 AM



About prismatic wall/sphere:  
Please end a nearly 20 years ongoing quarrel about this spells.



**Yeah, right.** 😊

My friend insists that nobody can pass the wall/sphere because of the 7th colour. He says that it's a form of wall of force with the indicated side effects stated in the spell descriptions. Since the descriptions says also somewhere "...whoever tries to pass the wall..... suffers...." I was always the opinion that you can pass when you suffer the consequences. Who is right?

**Your friend is correct; that's why the footnote on page 239 in the PH is there. The spell description sure could be a whole lot clearer on this matter, though.**

**Skip Williams**  
**RPG R&D**





-----

King Roderick (interrupting): "Who fills your head with this childish fiddle faddle. Ah, I know... Griselda! She of the evil

eye. Take the witch out and burn her!"

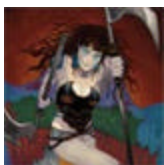
---

From: **Vienna/Austria/Europe/Earth/Solar System/Milky Way/Local Group** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted September 08, 2002 10:30 AM    " " 

## Dawnsong

Member  
Member #  
68351



There are two separate answers to the following issue:

A defending sword and Greater Magic Weapon. I know the greater of the two enhancements is in effect, not both, but, in one answer, its stated that only the number of plusses based on the original sword value can be moved, while the other states the current plusses can all be moved.

ie

a defender +1 with greater magic weapon +5 is a +5 defender and all 5 points can be added to defense,

or




a defender +1 with GMW +5 can only allocate 1 point to defense, the amount of the original sword.

which is it?

BTW, both responses are on page 4.

---

From: **Indiana** | Registered: **Mar 2002** | IP: [Logged](#)

□ posted September 30, 2002 09:22 AM   " " 

## Lothaniel

Member  
Member #  
12058






bump

-----  
King Roderick (interrupting): "Who fills your head with this childish fiddle fiddle. Ah, I know... Griselda! She of the evil eye. Take the witch out and burn her!"

---

From: **Vienna/Austria/Europe/Earth/Solar System/Milky Way/Local Group** | Registered: **Apr 2001** | IP: [Logged](#)

□ posted October 04, 2002 07:36 AM   " " 

## kreynolds

Member

Member #  
75813

quote:

---

Originally posted by Dawnsong:  
**which is it?**

---

Not sure. Fire the question off to him again and see what he says.




-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**kreynolds**

Member  
Member #  
75813

□ posted October 04, 2002 07:42 AM   “ ” 

---

*Not from the Sage, but from Customer Service...*

Is using the Jump skill a standard action, move-equivalent action, free action, not an action, or can jump/must jump be used as part of a move?

**It is just used as a part of a move.**




Can you use Jump with a 5-foot step (5-foot adjustment), or can it only be used with an actual move? For example, can I take a full attack action, then make a 5-foot jump as part of my 5-foot step?

**Sure.**

-----  
"No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

**PorreteSagrado** □ posted October 06, 2002 08:53 AM   “ ” 

Member  
Member # 26983






Graft Weapon + Claws of the Vampire, work? Any hit you gain HP? how much hp? I think I lot of peoples uses that.

-----  
Toraz Clr 10/Com 9/Aus 4/Hie 2 of Tymora: "I can change

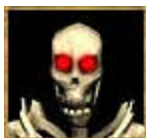


my fate and... yours fate, DIE"

From: **Salvador, BA, Brazil** | Registered: **Jun 2001** | IP: [Logged](#)






**PorreteSagrado**  posted October 08, 2002 04:55 PM    " " 

Member  
Member # 26983



-----  
Toraz Clr 10/Com 9/Aus 4/Hie 2 of Tymora: "I can change my fate and... yours fate, DIE"

From: **Salvador, BA, Brazil** | Registered: **Jun 2001** | IP: [Logged](#)

**Sikyanakotik**  posted October 08, 2002 06:16 PM    " " 

Member  
Member #  
107087

Ask the Sage! That's the idea after all.








-----  
- Sikyanakotik Kentaris  
God of Low Post Counts  
Wielder of Lightbearer, the Flaming Crossbow of Spam-Smiting  
No More Foundation Threads Foundation former member #  
000001

Current game: Sundays 9:00 EST / 6:00 PST. DM Canamrock.

"The fools! They have only succeeded in increasing my arrow inventory!"

From: **Ottawa, Ontario, Canada** | Registered: **Sep 2002** | IP: [Logged](#)

**Dead  
Radish**  
Member  
Member #  
82329

 posted October 24, 2002 10:37 PM    " " 

Here's another for the list:

From the SRD (As I don't have the book with me):



Armor Spikes: Spikes can be added to armor. They deal 1d6 points of piercing damage (X2 crit) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on

grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

The last line is what's catching us - off-hand attack.

If you are wielding a two-handed weapon, could you also make an armor spike attack?

**I recommend not.**

If so, would you still get the damage bonus of strength\*1.5 on the two handed weapon, and then (I'd assume) no damage bonus on the spikes? And what would the penalties be? -4 for the sword, -6 for the spikes?

**Should you ignore my recommendation, treat the two-handed weapon as the primary weapon. It gets the standard penalty for a primary weapon in a two-weapon attack (see table 8-2 in the PH). You get normal Str bonus with the weapon (just like any other primary weapon in a two-handed attack). The spikes are the offhand weapon, and work just like any other light, off-hand weapon.**

Do two weapon fighting and ambidexterity come in to play here (since it does call them an off-hand attack)? If you're using a single handed weapon, would it be -2/-2? Or -4/-6? Or -4/-4? If you can use a 2-h weapon and the spikes, would you be at -2/-2? Or -4/-4? (if you can't use a 2-h weapon, then no problems).

**If you allow this at all, just follow table 8-2 and the notes above.**

Does the ranger's virtual twf and ambidex (which doesn't work on double weapons) come into play if you can do the 2-h weapon/spikes combo? Does it come in to play if you use a long sword and armor spikes?

**I would imagine a ranger could pull this off (if you allow**

**it at all).**

If you have a shield in your off-hand, can you still do this? A buckler?

**No shield bonus during a turn when you attack with armor spikes as an off-hand weapon.**

And finally, can you finesse, focus, or specialize in armor spikes, or in spiked shield?

**Yes to all.**

And, since I'm here 😊 :

Consider a ranger with the quick draw feat and rapid shot, who wishes to throw daggers.

At first level, can I do any or all of the following, and at what penalties:

Throw two daggers with rapid shot, and then a final dagger with my off hand? I'd think yes, with all attacks at -4.

**No, -6. Two-weapon fighting and the ranger ability don't apply to ranged attacks. You suck up the penalties for two weapon fighting with a light off-hand weapon (assuming you're medium-size).**

**In this case, you get the benefit of off hand weapon light and ambidexterity: -4 to each hand, plus the -2 rapid shot penalty to all.**

Throw two daggers with rapid shot, and then make an attack with a short sword in my off hand? I'd think yes again, with the daggers at -4, and the short sword at -2 or -4.

**As the first answer, except you get the benefit of two-weapon fighting with the melee attack, only -4 on that one.**

Make an attack with a longsword in my primary hand, and then throw a dagger with my off hand? Again, I'd vote yes, but I don't know what the penalties would be.

**Again, to two-weapon fighting benefit for the throw:**

**-2 for the sword, -4 for the throw.**

Throw two daggers with rapid shot, and then make an attack with my longsword? I'd say yes, at -4 to the daggers, and -6 for the longsword

(rapid shot + heavy off hand)

**-8 for the daggers, -6 for the sword.**

And finally, throw two daggers with my primary hand rapid shot, and two with my offhand rapid shot? I'd say no to this.

**One extra attack for rapid shot.**

And then if that ranger hits 9th level, and gets improved 2 weapon fighting, does that just add another dagger I can toss with the off hand?

**No, The ability doesn't apply to throws. You can get an extra melee attack though.**

**Skip Williams**  
**RPG R&D**

-----  
\*Sig removed for cleaning\*

---

From: **Guam** | Registered: **May 2002** | IP: [Logged](#)

**Manic Man**  
Member  
Member #  
70781

□ posted October 31, 2002 08:44 PM




---

Board trim bump

**semicolon**

Member  
Member #  
112061



-----  
Construct enhancing ideas (Ideas welcome)

---

From: **Secret Island off Maritius** | Registered: **Mar 2002** | IP:  
Logged

□ posted November 01, 2002 01:06 AM



quote:

---

Lets say a wizard standing next to a fighter casts a spell using a wand, he provokes an attack of opportunity by casting. The fighter tries to disarm the wizard of his wand, but he fails, the wizard can then try and disarm the fighter. Lets say the wizard succeeds, does he now have the fighter's sword in his hands? Or does the wand count as a weapon and the sword fall to the ground? Any info you can give on these types of situations would be very helpful.

---

**From a recent column (you do read the column, don't you?)**

**On a normal disarm attempt, you and the target make opposed checks using their melee attack numbers. But what if you're trying to knock a wand out of a wizard's hand? Would the wizard make a roll using only his Dexterity modifier?**

**Use opposed attack rolls for any disarm attempts (the better you are at combat, the harder it is to take things away from you).**

**If the target of the disarm is not a weapon, and the target is something that the defender has in hand or is being carries on a belt or other fairly accessible place, the attacker make an attack roll against the item first. (A normal disarm attempt against a weapon doesn't require an initial attack roll, but that is because the weapon is assumed to be in use and pretty easy to strike.) Use the rules for attacking inanimate objects on**



**page 135 of the Player's Handbook. The item's Armor Class depends on its size, as shown on Table 8—11; remember that a held, worn, or carried object uses the wielder's Dexterity modifier to Armor Class (instead of its own -5) and gains the benefit of any deflection bonus to Armor Class that the wielder has.**

Do wands and staves do damage when you twak someone in the head with them? Lets say I have a Staff with charges still left in it but I just want to conk someone, does it deal damage like a Quarterstaff? A wand like a club? Perhaps a -4 proficiency penalty like using arrows as melee weapons?

**No damage to the wand or to the target.**

Skip Williams  
RPG R&D

Faragdar the Wise posted:

quote:

---

WolfoftheMist, Skip quoted that same passage about disarming a non-weapon in "answer" to one of my questions. I notice that it doesn't answer your question any better than it did mine. As strange as it seems to counter-disarm with a wand, I guess you would resolve it just as though it were a weapon. It'd be nice if he just said that instead of trying to plug is column with a non-answer. (He must know how few of us subscribe to Dragon.) My question was about the AoO provoked when you Strike an Object that's held, carried or worn. I hesitated to post it here, because he didn't answer the question.

---

*My interpretation of the Sage's advice is this:  
Wands cannot deal damage. Therefore, they are not weapons.  
Therefore, if attempting to disarm a wand, one must use the rules for disarming a non-weapon held in hand.*

---

Registered: **Oct 2002** | IP: [Logged](#)

**Sir Adrian**

Member  
Member #  
106136



□ posted November 16, 2002 12:28 AM



here are a few responses I have received from wotc (not the sage). I figured it wouldn't hurt to add them here.

quote:

Hi,

I was hoping you could help clarify something for me. Yesterday while gaming my party ran into some flesh golems. My PC has a frost weapon (+1d6 cold damage on a successful hit).

Now, we understand that the golem does not suffer this additional damage due to its magic immunity. Its immunity reads

Magic Immunity (Ex): Flesh golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Fire and cold based effects slow them (as the spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal...

My question is - does the cold damage a frost weapon deals count as a cold based effect for the above. i.e. does my frost weapon slow the golem for 2d6 rounds on a successful hit. I tended to think it would,

Yes this is correct.

as I expected that a shock weapon (+1d6 electricity damage on a successful hit) would actually heal the golem. If you could clarify this I would be appreciative.

Yes this is correct as well.

Also, another related question. If I was to deal 4 electricity damage to a flesh golem (with a shocking grasp spell say) would it heal 1 damage or 2? i.e. is the healing 1 point for each full 3 points of damage, or 1 point for each 3 points or part thereof?

It would heal 1. Divide the damage by 3 and round down for each seperate source.

---

Just a note: this seems to contradict what the sage said about golems. That is, energy damage from a sword is not subject to SR but a golem is still immune to it.

PS: I am not "sage bashing", I just wanted to point this out.

quote:

---

Hi,

I had a couple of questions about the abilities of two monsters that are not properly explained - one from the Monster Manual, the other from the Epic Level Handbook.

Nightwings (page 141 of the Monster Manual) have damage: Bite 2d6+13 and transformation.

I cannot find a reference to what is meant by transformation.

That is a misprint, it should not be there.

Anaxim (page 158 of the Epic Level Handbook) have magic immunity listed as a special quality, but no explanation is given as to what spells they are immune to.

That's correct. It must mean total magic immunity.

Also, the explanation for their rend ability says that they need only hit with one spinning blade, yet the damage follows the standard rules for when creatures hit with both attacks - namely 2xbase damage + 1 1/2xstrength damage. Do Anaxim only need to hit with one attack?

One spinning blade attack.

If so, they will simply do more damage with each spinning blade hit, so why not incorporate it in the standard damage.

Good question. I don't have the answer.

I would appreciate it if you could clear up this confusion.

---

Personally I don't agree with the response about the Anaxim's blade attack, but that's the "official position" as far as I know.

quote:

---

Hi,

I am a little confused as to the CR of a Sharn (Monster Compendium: Monsters of Faerun p76).

It states that the CR is 6 + character levels. Am I supposed to use the Sharn's effective caster levels in cleric and sorcerer in place of character levels in its CR. This would give a standard Sharn a CR of 18 which seems a little over-inflated as it doesn't get HD or skills from its effective caster levels.

Or, is the base CR 6 and you increase it by one for each extra HD (extra caster level) that it gains. This seems a little low.

If this is not what is meant by character levels, then what does it mean?

Could you please include how you calculated CR for a standard Sharn and the example Sharn with 8 HD in the Spellcasting Levels section.

This is a hard one to answer. There are some weird things going on.

Go with this:

It should be a 6HD creature and then change the CR to 10. If you want to advance the caster levels, just add class levels as you would a normal multiclassed

character. The caster levels will stack.

Hopefully that helps!






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### Faragdar the Wise

Member  
Member #  
12124







From: **Perth, Australia** | Registered: **Sep 2002** | IP: [Logged](#)

▢ posted December 13, 2002 11:57 AM     

Thanks for continuing to post responses. I haven't asked The Sage any questions lately, but maybe some other folks have. (Who's doing Sage Advice now that Skip is freelancing? I thought I'd read recently that he wasn't working for WotC anymore.)

-----  
Rules questions? Check the [D&D Game Rule FAQ](#)  
The Sage said WHAT!?!? - [Archive - Sage Responses](#)

From: **FL** | Registered: **Apr 2001** | IP: [Logged](#)





▢ posted December 13, 2002 06:30 PM    

He's not employed anymore, but he's still the Sage (answering questions for Dragon, and - I guess - giving input to the FAQs. At least according to the MainFAQ, page 1).

He's email has changed, though. It is now [tsrsage@aol.com](mailto:tsrsage@aol.com)

-----  
It's spelled *R-O-G-U-E*... for more answers to questions about Rogues & Bards see the [\[Song & Silence FAQ\]](#).  
A [\[Collection of Useful Links\]](#)

From: **Copenhagen, Denmark** | Registered: **Jan 2002** | IP: [Logged](#)

▢ posted December 30, 2002 02:51 PM    

quote:

---

Originally posted by Unda Harvum:  
**He's email has changed, though. It is now  
[tsrsage@aol.com](mailto:tsrsage@aol.com)**

---

### Unda Harvum

Member  
Member #  
62009



### kreynolds

Member  
Member #  
75813

I haven't received any replies from him since he moved though. Has anybody else?

-----  
 "No...I am not Sean K. Reynolds. Also, this signature hereby includes 'IMO' to all posts."

---

From: **TX** | Registered: **Apr 2002** | IP: [Logged](#)

## Edymnion

Member  
 Member #  
 64100



□ posted January 07, 2003 03:37 PM




---

*Not from Sage, but the faster and more reliable customer service department of WotC:*

quote:

---

DMG, p.242-243, in regards to using Mithral to make armor.

DMG says that mithral armor is treated as one category lighter for purposes of "movement and other limitations".

The question is, does this apply to the armor proficiency needed to wear mithral armor?

**No, it doesn't. It still is considered whatever rating it is (medium, light, whatever)**

Example: A breastplate is medium armor. If the breastplate were made of mithral, would it require a medium armor prof, or a light armor prof to wear?

**Medium.**

The reasoning on the side of mithral reducing the required feat is that things like chain mail and breastplates are mainly problematic due to their weight.

A steel breastplate and leather armor are both described almost exactly the same, with only the fact the breastplate is heavier. Mithral lowers the weight substantially, and increases the dex cap and decreases the skill penalty. It sounds very much like it makes the armor lighter, and easier to wear, so it must also be reducing the feat needed to wear it.

The reasoning for the side of keeping the original prof focuses more on full plate, and how mithral would nerf the heavy armor prof completely, as there is no such thing as heavy mithral armor otherwise, and that someone that knows how to wear normal chain would have no idea on how to wear full plate, regardless of it's weight.

So which is officially correct?

**My answer above is correct.**

---

That one is from Patrick.

-----  
Usefull Links for you and me:  
[What Character Are You?](#)  
[The E-Tools Repository](#)  
[Davin's eTools Helper](#)  
[Creatue Catalogue](#)  
[HeroMachine](#)  
[RaceCalc](#)  
[The SRD](#)

---

From: **Chattanooga, TN** | Registered: **Feb 2002** | IP: [Logged](#)

**Aldym****Nochnorien**

Member  
Member #  
94213



□ posted January 08, 2003 05:06 PM



This is one of my proudest arguments I've won, mostly anyhow:

-----  
**It is true that all my arcane spellcaster needs to cast epic healing spells (using the heal or life seeds) is to have the 24 ranks of Knowledge (Religion)? Or do I also have to be a divine spellcaster?**

It depends on how you're using the heal or life seed. Most spells that use the heal or life seeds are divine spells, which are not available to arcane spellcasters. Some spells that use these seeds, however, manipulate negative energy and are available as arcane spells (see the descriptions of the heal and life seeds for details). For example, you would have to be a divine spellcaster with the Epic Spellcasting feat to use the Origin of Species: Achaierai epic spell (because it uses the life seed and is not a negative energy spell).

Note that you must have the Epic Spellcasting feat before using any spell seed, and you must first develop an epic spell before you can cast it. Once you have the Epic Spellcasting feat, you can use pretty much use any seed you want, except that the heal and life seeds are generally restricted to divine spellcasters.

*To qualify as a "divine caster," you must be able to cast 9th-level divine spells **and** have 24 ranks of Knowledge (Religion) or 24 ranks of Knowledge (Nature).*

-----  
I argued the above, saying that the ELH vaguely (being that this is proven over like three chapters and five excerpts) says that you have to have all available base spell slots from a divine casting class (up to level 9 spells to weed out rangers and paladins). It says it right in the feat description but only like two people agreed with me from the ELH boards. Turns out I wasn't crazy.



<http://www.penkyouwa.com>

This is what I believe; try to have fun, and try to let others have fun in your group. Let others play the game they want to. D&D is too fun a game to ruin for anyone.

"Open Mind to Core Rule Books Revision" Foundation Member #8

"D&D Should be fun" Foundation member #2

[Alhadis's Cool Links](#)

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From: **Washington, USA** | Registered: **Jul 2002** | IP: [Logged](#)

All times are Pacific Time

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