

This document contains questions collected by Wizards of the Coast Game Support via email and community forums for the 4<sup>th</sup> edition of Dungeons & Dragons. These questions are organized by the book that the question pertained to. In the cases where the question pertained to a general rule of the game, the question is listed under the Player's Handbook.

These answers were reviewed and approved (and in many cases provided) by Dungeons & Dragons R&D at the time of their original posting.

## Adventurer's Vault

**I am wielding a magic weapon with brutal 2. If I roll a critical hit, do I get to re-roll 1s and 2s when I roll for the bonus damage?**

No, the brutal weapon trait only applies to rolls for normal weapon damage, signified by [W]. The bonus damage for critical hits does not qualify for this.

However, because high crit adds a [W] roll (or 2[W] or 3[W] depending on your level), you would get to re-roll any 1s or 2s.

**Do I add half my level to attack rolls when using Alchemical items?**

No. You don't add one-half your level to an attack roll from an item or other game element that already includes a level (for example, "your level + 5 vs. Will" or "the item's level + 3 vs. Fortitude") or that gives an attack roll modifier that is only a number (" +10 vs. Reflex," as opposed to "Dexterity vs. Reflex").

**If my Ranger is wielding two Reckless weapons, one in each hand and using Twin Strike do the penalties from both weapons stack?**

The penalties don't stack, since penalties that come from the same power aren't cumulative.

**Does a double weapon count as two one-handed weapons or as a two-handed weapon when you pick feats or determine if a small character can use it?**

Double weapons are treated as two-handed weapons for these purposes.

**The entry for the nightmare in the mounts table says that the nightmare has a fly speed, but the nightmare doesn't have a fly speed in the Monster Manual. Which book is correct?**

The Monster Manual is correct. Ignore the fly speed in the Adventurer's Vault table.

**If my character is using a high crit weapon and a war ring, how many extra dice do I get from the ring on a critical hit?**

The war ring gives you a single additional die of the kind noted in the "Critical" entry of your magic weapon or implement.

## Arcane Power

**Does Phantom Chasm prevent a creature from standing up until the end of my next turn?**

Prone can always be ended by standing up unless an effect states otherwise so the until end of turn only applies to the immobilized.

**If I have the Sorcerous Blade Channeling feat, can I make opportunity attacks with powers (like Acid Orb) that can normally be used as Ranged Basic Attacks?**

No, the feat allows you to use the attack as a Melee Attack not a Melee Basic Attack.

**If I use Orbmaster's Incendiary Detonation with the Orb of Imposition class feature, when and how does the area expand? Does it become burst three during the initial attack, or only when you use the power to extend its duration?**

During your next turn, you can use the Orb of Imposition feature to extend the duration of the zone, which is when the zone expands. The power's description is correct but redundant when it tells you that the area doesn't affect you and your allies, since the zone affects only your enemies

## Dark Sun Campaign Setting

**Does wielding a Gauntlet Axe or Wrist Razor count as having a hand free, with regards to situations like the Brawler Fighter's AC bonus or the Swordmage warding feature?**

No. You would be able to grab with a hand equipped with a gauntlet axe, but would not work with the class features due to its benefits as a shield.

## Divine Power

**Why does the level 12 utility power for Favored Soul give me a bonus to my fly speed when the paragon path does not give me a fly speed until level 16?**

The utility power will work with any fly speed that you have not just the 16<sup>th</sup> level paragon path feature.

**How long does the effect of the Mantel of the Infidel last?**

As long as the target is affected by the same mark, that mark gives the target a -4 instead of a -2.

**Does the Undaunted Class feature of the Divine Hand give me a +2 bonus to all saving throws or just a +2 bonus to saving throws against feat effects?**

The feature gives you a +2 bonus to all saving throws.

## Eberron Player's Guide

**If I have augmented a staff implement with a Siberys Shard of the Mage do I gain the bonus damage with my wizard spells?**

Yes, as long as those spells have the implement keyword.

## Forgotten Realms Player's Guide

**What happens if I have used the Plague of Rooted Majesty and I am slowed?**

Your speed would be reduced to 0. Plague of Rooted Majesty reduces your speed by 2 and being slowed sets your speed at 2, so you would reduce your speed of 2 to 0.

**If my Swordmage uses Transposing lunge with Aegis of shielding, is the target teleported before the triggering attack is resolved, possibly invalidating that attack?**

Yes. *Aegis of shielding* is an immediate interrupt, so it is resolved before the attack you are interrupting. If you teleport the attacker to a square from which it cannot complete its attack, then the attack is invalidated.

## Heroes of the Forgotten Kingdoms

**If my fey-pact warlock takes the Arcane Implement Proficiency feat from the Arcane Powers book, choosing the light blade implement, can I benefit from the Dual Implement Spellcaster feat with hexblade powers?**

Yes, a hexblade can use the Arcane Implement Proficiency and Dual Implement Spellcaster feats to add the non-pact weapon implement's enhancement bonus twice

## Keep on the Shadowfell

**The Quick-Start Rules and the Adventure Book have different rules for healing the dying, which one is correct?**

The rules in the Adventure Book have the correct information for healing the dying on page 12.

**When setting up the encounter on page 16 it asks you place the heroes within two squares of the east side of the map. This puts the character right next to the kobolds. Is this right?**

The illustration only shows the half of the map that you place monsters on. The encounter uses the entire map, so the heroes will have some breathing room to start.

**On page 78 Kalarel has "(see also shadow form below)" listed next to his armor class, what is this?**  
Kalarel does not have this ability, it should be ignored.

**Why doesn't the half-elf cleric have another class's at-will power as an encounter power?**

The power was removed for space, if you would like to include one, we recommend Bolstering Strike from page 92 of the Player's Handbook.

**Are the half-elf's racial bonuses included in his final skill modifiers?**

They are not. You should play his diplomacy and insight as +5 instead of +3.

**Pages 38, 40 and 65 of the Adventure Book mention using a bull rush, how do you do that?**

Page 65 of the Adventure Book has the rules for attempting a bull rush.

**Page 59 of the Adventure book says a healing potion takes a standard action to use and page 57 says it takes a minor action. Which is right?**

Drinking a potion is usually a minor action but administering a potion to an unconscious creature is a standard action.

**The Underpriest of Orcus on page 76 of the Adventure book has an aura that gives all allies Death Strike, what is Death strike?**

The Aura should give Death Attack, not Death Strike. Death Attack is explained in the Underpriest's stat block.

**The Gelatinous Cube on page 70 of the Adventure book has the ability to grab a character. How does the character escape?**

Escaping a grapple is a move action. Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.

**The second part of the Fighter's Combat Challenge class ability seems to assume that you have the target marked, but it does not explicitly say this. How should it be played?**

The Combat Challenge ability only works on marked enemies. The melee basic attack described in the second paragraph can only be made if a marked

adjacent enemy shifts or makes an attack that does not include you.

**Blue Slime from page 59 of the Adventure book has an ability called Slime Eruption. The power has Recharge. How does that work?**

Recharge gives some monster's powers the chance of recharging each round of combat. At the start of the monster's turn, roll a d6. If the roll is one of the numbers shown next to the Recharge ability - for example, 5 or 6 for the Blue Slime's Slime Eruption - the ability recharges and can be used again.

## King of the Trollhaunt Warrens

**On page 25 of book 2 of King of the Trollhaunt Warrens there is a reference to a +3 symbol of despair. What is that item?**

The item doesn't exist. Use a level 11-15 item of your choice in its place--something appropriate for your player characters.

**Where can I find the maps described on page 50 (areas 14-18)?**

Those can be found in the Map Galleries on the website, [here](#).

## Kingdom of the Ghouls

**On page 17 of book 2 of Kingdom of Ghouls, Ilyanma's bind power refers to a power called Enforce Contract. What is that power?**

The reference shouldn't be there. Ignore it while running the adventure.

## Martial Power

**When using Tempest Dance do I need to pick a different target for each attack?**

Yes, picking another target means you are not able to select the same target again..

**Does a Ranger's Beast Companion gain its per level bonus to hit points at 1st level?**

Yes. For instance, a 1st-level bear beast companion has 26 hit points, not 16.

**At what point during an attack does a Battlerager fighter gain temporary hit points for attacking with a fighter and/or invigorating power?**

The Battlerager Vigor bonus temporary hit points are granted once the attack has been resolved.

**Where can I find updates for this book?**

The update for this book can be found [here](#).

**When I use a spear as my implement for an implement attack and push the target 2 squares, would this trigger the Polearm Momentum feat?**

Yes.

## Martial Power 2

**When using the Rogue power, Gloaming Cut, do I have to have superior cover or total concealment to be able to make the stealth check that the effect of the power gives me?**

Yes, you do. You still have to meet the requirements for stealth checks to be able to make this.

**Can a Brawling Fighter sustain the grab granted by Grappling Strike?**

No, Grappling Strike changes the duration so it can't be sustained.

## Monster Manual

**Can creatures with properties like Phasing or Insubstantial be pushed or otherwise effected by forced movement?**

Yes, these creatures are still affected normally.

**Can an ooze be knocked prone?**

In situations like this, DMs are encouraged to change the flavor of what is happening without changing the actual rules governing the situation. For example, the ooze could be so disoriented by the blow that it suffers the same disadvantages as if it had been knocked prone until it spends a move action to stand up effectively shaking off the condition.

**Can the diseases listed in the Monster Manual ever worsen?**

Yes. See the rules in the Dungeon Master's Guide on page 49 for more information.

**Monsters that can mark players, like the warforged soldier, do not say that another creature's mark negates an older mark. Can a player be marked by several monsters?**

Like any power that has the same effect but different durations, the power that has the effect with the longest duration supersedes power effects of shorter durations. For example, if a character is marked by multiple azer foot soldiers in a round, he or she is marked only by the azer foot soldier to most recently mark him or her. For more information, see "Overlapping Durations" on page 278 of the Player's Handbook.

**When a monster has an attack that inflicts a**

**disease, and the power says that the target contracts a disease, does the player still receive the saving throw against the disease at the end of the encounter (as according to page 49 of the *Dungeon Master's Guide*)?**

Yes. Unless a disease specifies that a target does not receive a saving throw against the disease, then it can make its saving throw at the end of the encounter.

**Does threatening reach allow a monster an opportunity attack against someone that is shifting if they are not adjacent to the monster?**

No, shifting does not provoke opportunity attacks, even from creatures with threatening reach.

**If a creature has both resistance and vulnerability to a single type of damage, like cold, which one do you apply first?**

Both the resistance and the vulnerability are applied and one can not negate the other.

## Player's Handbook

**Can a Fighter with a 12 Constitution still use scale armor?**

The Armor Proficiency (Scale) feat requires a 13 Constitution, but all fighters gain proficiency with scale armor for free (regardless of the prerequisites).

**Suppose a Fighter uses his Cleave Attack, dealing damage to an enemy adjacent to the attack target. Can he mark that adjacent enemy as well?**

No. Even if the adjacent enemy suffers damage, it was not the target of the attack, and cannot be marked.

**If you wield a light shield, you can also hold an item as well, although you can't attack with it.**

**What if that item is an implement? Can you apply**

**its implement bonus to your powers?**

No. Using an implement to gain its bonuses is considered attacking with that implement. If you wield a light shield and hold an implement in the same hand, you would not get the implement enhancement bonus to your powers, but you would still benefit from any propertys that the implement has.

**If a power allows me to move myself or another creature a certain distance, must whatever's being moved go the full distance?**

No, these numbers are maximums; whomever controls the power can choose a lesser distance if desired.

**On page 214 of the Player's Handbook, some of the listed armor selections have a cost of "special." What does this mean?**

These types of armors are explained on page 212 of the Player's Handbook. They are Masterwork armors and cannot be purchased. They serve as the base armors for creating magic armors with higher enhancement bonuses. For example, if your hide armor is +4 or +5, it is Darkhide armor. You would then use the base stats for Darkhide armor. If the bonus was +6 or greater, it would be Elderhide armor.

**How do magic items with the daily recharge feature work?**

Items are limited by their different recharge features. An item with a daily recharge feature can only be used once a day.

**How does retraining and multiclassing work with the spellbook?**

If you retrain a daily or utility power you only retrain one of your two choices for that level, if you choose a lower level power while retraining it still occupies the same level. If you swap a power with a power from a

different class through multiclassing you replace both spell choices with the new power. If you are replacing spells as you gain a level, like at 15th level when you replace a daily power, you replace the spells from one level with an equal number of spells from the new level.

**Can a 5th level wizard memorize two 5th level daily spells instead of a 1st and a 5th level daily spell?**

At the end of each long rest, a wizard prepares one 1st-level Daily spell chosen from the list of 1st level daily spells in her spellbook. If she were at least 2nd level, she would also prepare one 2nd-level utility spell chosen from the list of 2nd-level utility spells in her spellbook. At 5th level she would also prepare one 5th-level daily spell from her list of 5th-level daily spells in her spellbook. She would repeat this process for every level that she has access to wizard daily or utility spells. She could not, as a 5th-level wizard, prepare a second 5th-level daily spell in place of a daily spell of a different level.

**Can a Paladin gain healing from his own lay on hands ability?**

Yes he can.

**Which dice do I maximize when scoring a critical hit?**

Only the dice you would normally roll to calculate damage are maximized. If another bonus (like from a weapon or feat) causes you to roll extra damage dice when scoring a critical hit, those dice are rolled as normal.

**Can you ever stack temporary hit points?**

No. If you receive temporary hit points several times, just use the higher number, not the sum.

**Rogue weapon talent requires you to "wield" a**

**particular weapon. What does this mean?**

Wielding means you must be using that weapon in the attack. Merely holding it while you attack with another weapon isn't enough to qualify for any bonuses that result.

**I am using a magical thrown weapon as part of an area of effect power. If I am attacking multiple enemies within that area, do I need multiple weapons, or will one suffice?**

One is enough in this case. Magical thrown weapons return to you after each attack, so you'll be able to use it against each enemy as part of using your power.

**What are the benefits of being hidden?**

There are several benefits of being hidden from an enemy - you have combat advantage against them and they will have a more difficult time targeting you because you are unseen. Page 281 of the Player's Handbook explains the rules for targeting unseen creatures.

**I am using a weapon as an implement, like a long sword for a Wizard of the Spiral Tower or a weapon from the staff weapon group as a Staff implement, do I gain the extra damage from feats like Weapon Focus?**

According to the updated version of Weapon Focus in the Heroes of the Fallen Lands book, no, you would not gain this damage bonus.

**I wield a longsword. When I change from one hand to two (or vice versa), what type of action is that?**

Changing the number of hands you are using to hold a weapon can be done as a free action.

**How does the range on Commander's Strike work?**

Commander's Strike is a melee weapon attack. Because

of this, it has the range of the Warlord's melee weapon reach. Normally this will be one square but weapons such as longspear may increase this. The target of the Commander's Strike must be within melee reach of both the Warlord and the chosen ally who will make the basic melee attack.

**Can a Warlock benefit from holding two rods?**

Yes, a warlock can gain the properties from two rods but he still can only use one to make an attack.

**What implements can I use with powers granted by my paragon path or epic destiny?**

If a paragon path power or epic destiny power has the Implement keyword, you can use any implement that you are proficient in.

**If I use a prayer that gives regeneration such as Divine Power, do I add my bonus from Healer's Lore to the power?**

No. The Healer's Lore feature does not apply to regeneration effects, even if those powers have the Healing keyword.

**If my paladin gets slowed, does his new speed of 2 become 1 because he is wearing plate armor?**

No. A character who is slowed has a speed of 2 regardless of other modifications to speed (unless his speed is already less than 2, in which case the lower value is used).

**Sometimes there is a difference between a table and an entry for a feat, power, magic item or the like. Which one do I use?**

In general, when a table contradicts a text entry, the text entry takes precedence. However, when a magic item's level listing doesn't match the levels listed in its Property or Power text, use the level listing given with its price.

For example, the Rod of Feythorns (Adventurer's Vault page 100) appears at levels 7, 12, 17, 22, and 27, but the Property entry lists increased effects at levels 18, 23, and 28. These property entries should be 17, 22, and 27, respectively.

**Can I wait until the Dungeon Master has determined if I have hit or not to use my Wand of Accuracy class feature?**

Yes, you can use this ability at any point during the resolution of the power.

**Where is the target of your attack when you make an opportunity attack because of Polearm Gamble?**

An opportunity attack interrupts the action that triggers it, so when you make the opportunity attack, the target is in the square it's leaving, assuming that square is within your melee reach.

**Does the Battlefield Archer's Battlefield Experience paragon path feature allow me to designate more than one creature as my quarry with one action?**

No. This path feature allows you to have more than one creature designated as your quarry, but it does not grant you the ability to designate multiple creatures with a single action.

**For the Blood Mage Paragon Path, how often can you damage an opponent using the Bolstering Blood feature?**

You can damage an opponent once per turn and once per power.

**Do resistances stack?**

You use your highest applicable resistance when you take damage. For instance, if you have both resist 5 fire and resist 1 to all damage, you have resist 5 against fire

damage and resist 1 against all other damage. You do not have resist 6 against fire damage.

**Can I spend an action point while I'm dazed?**

Yes, you can spend an action point to take another action while dazed. Using an action point is a free action, and you can take free actions while you're dazed.

**Can I spend the action points of a creature that I'm dominating?**

No. While a creature is dominated by you, you can use its at-will powers only.

**If an enemy is already cursed by another warlock does my warlock get his extra damage against that enemy?**

The warlock curse class feature does not require that you be the one that cursed the target only that the target be cursed.

**If ongoing damage does not have a duration printed how long does it last?**

Page 278 of the Player's Handbook says that ongoing damage is save ends unless otherwise stated.

**Does taking a fighter multiclass feat qualify you for feats and paragon paths that require the defender role?**

No, you do not gain the role of the class that you multiclass into.

**When I use an attack power that has a sustain effect, like Crown of Madness, but miss with the original attack, can I still sustain it?**

You can still sustain the effect as it is not part of the hit line.



**If I use a power that gives me an action point that has to be used on my next turn, does this allow me to get around the normal action point restriction of once per encounter?**

It does not circumvent the rule unless the power specifically says it does.

**What happens if I use magic missile while benefiting from a power like greater invisibility? Does it count as an attack and would my invisibility end?**

Yes, it does, and yes, it would. The initial use of any attack power that has a target line, an attack line, or both counts as making an attack. Because of this fact, using an attack power like the fighter's rain of steel does not count as making an attack, since the power has neither a target line nor an attack line.

**Are zones that deal damage (like the Wizard power Stinking Cloud) considered 'hindering terrain'? Can I make a save to fall prone and avoid being forced into one?**

No, zones are not considered hindering terrain.

Hindering terrain refers to more permanent features like pits, cliffs or pools of lava.

**When does the damage from divine challenge occur? If it's enough to kill the monster making the attack, does his attack still happen?**

Divine challenge was recently updated. Please feel free to review the recent update, here, which clarifies this issue.

**I'm playing a Warlord with the Tactical Presence class feature. One of my allies spends an action point and uses an attack power that grants multiple attacks, like Twin Strike. Does he get the bonus on one of the attacks or both?**

Tactical Presence just grants a bonus to the next attack

your ally would make. He would only get the bonus on the first attack of the Twin Strike.+

**If a creature, like a Grell, that has reach grabs me from more than one square away, am I able to use melee attacks on it?**

You can make melee attacks against it only if those attacks have a range greater than 1, since the grell's location has not changed.

## Player's Handbook 2

**When you use Avenging Winds do you use it after the target has completed its movement or after it moves one square?**

As an immediate reaction you would wait until the target has completed moving but not necessarily until the end of the action, some actions like charging start with a move but have something else at the end.

**Does a shaman's spirit companion provoke opportunity attacks?**

The spirit companion is a conjuration, not a creature, so it doesn't provoke opportunity attacks. Unless otherwise noted, a noncreature doesn't provoke opportunity attacks.

**Are you required to attack an ally with the secondary attack of the sorcerer power Chaos Bolt if no enemy is within range?**

No. Unless otherwise noted, you aren't required to attack an ally with a melee or a ranged secondary/tertiary attack when the target is defined as one creature and no enemy is within range.

**Can a Rageblood Vigor Barbarian use his Swift Charge power after a charge attack?**

Yes you can, Swift Charge is a free action so it can be done even if a charge attack has ended your turn.

**With a power like Explosive Pyre do I add my implement bonus to extra damage rolled when and enemy enters a square adjacent to the target?**

Yes, each time you for roll damage with an implement power you add your enhancement bonus.

**If I use a blast or burst power that is both thunder and lightning, with the Oncoming Storm feat, do I get the bonus immediately within that power?**

Yes. If you make multiple attacks with a lightning and thunder power and one of the attacks hits, you can apply that +1 bonus to the subsequent attack rolls.

**What happens when I use Overwhelming Strike with a reach weapon? Can I still only shift one square? Can I shift my opponent at all?**

The weapon you use has no effect on the distance of the shift and slide, and if you slide the target, it has to end up in the space you occupied.

**The Quick Recovery Feat mentions spending healing surges at the end of an extended rest. How does that work?**

Feel free to omit that part. Only the portion about spending healing surges at the end of short rests is relevant.

**The rules say that conjurations like the Shaman's spirit companion can float. Does this mean I can summon my spirit in mid-air, to be able to attack a flying creature?**

Yes.

## Player's Handbook 3

**I'm playing a battlemind. If an adjacent enemy that I have marked attempts to shift to another square adjacent to me, can I use blurred step to shift to that square and prevent the enemy from entering it?**

No. The free action granted by blurred step occurs after the action that triggers it.

**If my PC uses a ki focus through a thrown weapon to get the enhancement bonus does the weapon return to my hand like a normal magic thrown weapon would?**

No. The weapon returns to the character's hand only if it is a magic weapon. Since benefiting from the ki focus's enhancement bonus does not turn a mundane weapon into a magic weapon, it would not return.

**My monk is using a Mighty Strike Ki Focus, has the Crashing Tempest Style feat and is holding a club when he hits with an attack. Would these bonuses to his Flurry of Blows damage stack?**

Yes.

## Player's Handbook Races: Dragonborn

**The Dragon Storm power has a zone that starts in a close burst 2, but can be moved. How far can I move it?**

You can move the zone 3 squares, and it ends if you end your turn more than 2 squares away from it.

## Primal Power

**When using the Whirling Rend power (and other, similar powers), doing damage to two targets, what bonuses do I get on the off-hand [W] damage?**

You would get all the bonuses normally applied to [W] damage. Feat bonuses that would apply to the off-hand weapon (weapon focus, dwarven weapon training, etc) as well as enhancement bonuses on that weapon. You would also benefit from the properties of that weapon, when those properties don't require that you be attacking with that weapon.

**When using the Fire Hawk power's Opportunity Action, what counts as "any action that can provoke opportunity attacks?" Can I use this when the target moves or uses a ranged attack power, even if it is not adjacent to any of my allies?**

Yes. The effect is similar to threatening reach.

## Psionic Power

**Does the persistent harrier Battlemind power trigger the first time any enemy hits or misses me in the encounter, or can it trigger be triggered any time a particular enemy hits me for the first time?**

The power triggers the first time any enemy hits or misses you in the encounter.

**If I am using a Superior Ki Focus (Accurate) and using that Ki Focus to provide the enhancement, critical and property benefits with a weapon attack, do I get the +1 attack bonus from the Accurate property?**

No, the bonus applies only to implement powers. As noted in *Player's Handbook* 3, the properties of a superior implement apply only to implement powers.

## Rules Compendium

**Maintaining a grab or flanking requires that you aren't under "an effect that prevents you from taking actions". What would count for this?**

This statement refers to effects that prevent you from taking any actions. Being stunned or dominated prevents you from taking actions, whereas being dazed does not. Being dazed limits the number of actions that you can take. Keep in mind that dazed specifically mentions you no longer flank, however.