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D&D MINIATURES

Frequently Asked Questions

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This document contains answers to the most important questions players might ask about a given rule in the **DUNGEONS & DRAGONS Miniatures** Entry Pack, the *Miniatures Handbook,* and the *Harbinger*, *Dragoneye*, *Archfiends, Giants of Legend*, and *Deathknell* Expansion Packs. 'As always, we're happy to address specific rules questions you have; contact www.wizards.com/customerservice. Thanks, and good gaming!

General Questions

Q. How is the skirmish system different from the DUNGEONS & DRAGONS roleplaying system?

A. In general, the skirmish system is a streamlined version of the D&D roleplaying system, simplified so that it's easier to run several different creatures at once and play through a battle quickly. Here are some specific features of the skirmish system.

   Command: Without commanders, creatures are slower and more likely to run away. Commanders also give specific bonuses to their followers.

   Morale: Creatures that are reduced to half hit points or lower sometimes run away (rout). Creatures can stop running with the help of a commander.

   Initiative: Each round, you roll initiative for your whole warband. You don't roll for each individual creature. Each round, players take turns each activating 2 creatures at a time until all the players have activated all their creatures.

   Targeting: You usually shoot, cast a spell at, or charge the nearest enemy. You can't just pick off the enemy commander.

   Damage: All damage and hit points are measured in multiples of 5. An Ogre, for example, has 30 hit points and deals 15 points of damage with its greatclub.

   Saves: A creature uses its level as its bonus on saving throws.

   Attacks of Opportunity: They're easier to keep track of. There's no 5-foot step, no limit to the number of attacks of opportunity per round, and no attacks of opportunity for reach attacks.

Q. Where can I find the latest **D&D Miniatures** FAQs, errata, and tournament information?

A. You can find it all at http://www.wizards.com/default.asp?x=dnd/minis/tournaments

Activating Creatures

Q. Can a creature choose to do nothing when it activates?

A. Yes. Unless an effect or ability (such as Difficult or Confusion) dictates otherwise, a creature can stand still without making any attacks or using any spells or special abilities.

Attacks

Q. Must a creature with multiple attacks use them all against the same enemy? This would mean a creature that routs or destroys an enemy with its first attack effectively loses its second and successive attacks.

A. No, a creature can use its multiple attacks against different enemies if it wishes. A creature chooses the target of each attack right before the attack is made.

Q. If a creature makes multiple attacks, must they be resolved in the order listed on the creature's stat card?

A. No. A creature can resolve multiple attacks in whatever order it desires. For example, a Minotaur has a Melee Attack rating of +7/+2 (20). It could make the +2 attack before the +7 attack if it wished. However, creatures are assumed to use their attacks in the order listed on the stat card unless a player specifies otherwise before rolling the attack.

Attacks of Opportunity

Q. When a creature provokes an attack of opportunity for leaving a threatened square, must it decide on the destination square before the attack of opportunity is resolved, or can it wait until afterward to choose the destination square?

A. The destination square has to be chosen before resolving the attack of opportunity.

Being Under or Out of Command

Q. When do I determine whether a creature is under command? Do I make the determination once at the start of a creature's turn and remember the status until the creature next activates?

A. You determine whether a creature is under command whenever the knowledge is necessary, which includes--but is not limited to--the start of a creature's turn. A creature is under command whenever it meets the criteria outlined in the rules. This means a creature that starts its turn under command might become out of command later in its own turn, or vice versa. Additionally, a creature might become under or out of command on other creatures' turns as commanders move or are destroyed. However, a creature that starts its turn under command can move for its entire turn as if it were under command.

Charging

Q. A charging creature must end up in the nearest space adjacent to the target. How do I determine which space is the nearest?

A. Count the distance from the charging creature's starting space to each of the possible spaces adjacent to the target creature. Just as with the nearest enemy rule, if several spaces are equally near, the acting creature can choose any of them as the nearest.

Q. In the charging diagrams on page 93 of the *Miniatures Handbook*, the Dwarf Axefighter actually has 2 squares that count as the nearest when charging the Orc Berserker. Is that a mistake?

A. The diagrams are slightly misleading for this reason, but in both, the path to the square directly above the Orc Berserker is blocked by the Man-at-Arms, so we didn't bother mentioning it. If the Man-at-Arms weren't there, the Dwarf Axefighter could choose either of those nearest squares to charge into.

Q. What happens if the target of a charge is destroyed or routed before the attacker makes its melee attack? This sort of thing can happen with Hurling Charge or a combination of attacks of opportunity and other abilities.

A. The charge continues to the original destination space, but the charging creature cannot make a melee attack unless the target is still in the same space it was in when the charge started.

Q. How do I determine which squares a charging creature passes through for purposes of attacks of opportunity? This is important if a creature charges diagonally past an enemy with Hide that it couldn't see at the start of the charge.

A. The player controlling the charging creature picks a square-by-square path to the destination space. Any path is legal so long as each square of movement always gets closer to the destination space. (See the push/pull glossary definition for how to determine whether something is closer or further away from something else.)

Cost

Q. Can you tell us the formula that is used to determine a creature's cost?

A. There's no formula for calculating a creature's cost in the skirmish rules. A creature's various combat ratings and special abilities can interact unusually, making it stronger or weaker in ways that a formula can't capture. A creature's cost is determined by estimation, comparison, and--most importantly--playtesting.

Cover

Q. Does the target of a ranged attack get a cumulative +4 bonus to Armor Class for each terrain feature or creature that provides cover?

A. No. Cover grants a flat +4 bonus to Armor Class regardless of the number of terrain features or creatures that provide cover to the target.

Q. Does a creature have cover if it is in a square with a statue or another creature? This could happen if a creature is attacked during its movement.

A. It depends. Statues and creatures provide cover only against ranged attacks (and Melee Reach attacks, which use the ranged cover rules), so a creature does get cover against such attacks while in a square containing a statue or another creature. In contrast, statues and creatures never provide cover against normal (non-Reach) melee attacks, even when the target is in the same square as the statue or creature.

Critical Hits

Q. If an ability or effect (such as the Tiefling Captain's Commander Effect) grants critical hits on a roll of natural 19 or 20, does this mean a natural 19 is also an automatic hit?

A. Yes. Any critical hit is also an automatic hit, even if the target has Immune Critical Hits.

Damage

Q. When dealing double damage to a helpless enemy, do the attack also double bonus damage?

A. No. Just like on a critical hit, you never double bonus damage. Double the base damage and then add the bonus damage once.

Q. What if various effects are adding and subtracting to damage? In what order do I handle the math?

A. Start with effects that apply to the attacker and finish with effects that apply to the defender, in the following order:
1. As appropriate, double the base damage for criticals and melee attacks against helpless creatures.
2. Apply all additions to the damage for abilities or effects associated with the attacker. Examples: Sneak Attack, Smite, Commander Effects that add to damage.
3. Apply all subtractions associated with the attacker in whatever order the attacking creature's player desires. If a subtraction effect specifies a minimum and the current result is already less than or equal to the minimum, don't apply the subtraction or its minimum. If an effect specifies a minimum, and the result after that operation is less than the minimum amount, use the minimum as the result of that operation. Examples: Huge Gold Dragon's damage -5 breath weapon, *ray of enfeeblement*.
4. If applicable, roll the save and reduce damage to half.
5. Apply all subtractions for abilities associated with the defender in whatever order the defending creature's player desires. Examples: DR, Resist ENERGY, Adamantine Laced.
6. Apply any of the defender's abilities that multiply the damage. Example: Vulnerable DAMAGE TYPE.

Example 1: A Dwarf Axefighter (which normally deals 10 points of damage) has been affected by both a Huge Gold Dragon's Breath Weapon (damage -5) as well as a *ray of enfeeblement* (damage -5 [minimum 5]). It hits an Axe Sister, which has no relevant defenses. Since both subtractions are associated with the Dwarf Axefighter, the player of the Dwarf Axefighter gets to choose the order in which they are applied. The player wisely chooses to first apply the subtraction from the Breath Weapon, which reduces the damage dealt to 5. Next, the *ray of enfeeblement* is applied, but that subtraction can't reduce the damage below 5, so the damage is still 5. (If the Dwarf Axefighter's player had chosen to apply the *ray of enfeeblement* before the Breath Weapon, the damage would have been 0!) Since the Axe Sister doesn't have any relevant defenses, the final damage is 5.

Example 2: A Medium Fire Elemental (5 + 5 fire) has been affected by a *ray of enfeeblement* (damage -5 [minimum 5]) and benefits from the Drow Cleric of Lolth's Commander Effect ("Followers deal melee damage +5 to flanked creatures."). It gets a critical hit against a flanked Warforged Fighter (Adamantine Laced 5). First, the base damage is doubled because of the critical hit, which brings the total to 10 + 5 fire. Next, the bonus from the Commander Effect is applied, bringing the total to 15 + 5 fire. At this point, the subtraction from *ray of enfeeblement* is applied. Just like additions to damage, untyped subtractions to damage are always the same type as the base damage, so the subtraction must apply to the normal damage. This brings the total to 10 + 5 fire. Now, the Warforged Fighter's only defense (Adamantine Laced 5) is applied, resulting in a final damage of 5 + 5 fire.

Example 3: Later on, when it no longer benefits from the Commander Effect, the same Medium Fire Elemental (5 + 5 fire) hits the Warforged Fighter (Adamantine Laced 5) again. Since there are no additions to the damage, the first step is to apply the *ray of enfeeblement* (damage -5 [minimum 5]). As usual, untyped modifiers to damage always apply to the base damage only. *Ray of enfeeblement* has a [minimum 5] limitation, so it can't reduce the base damage below 5, which leaves the total at 5 + 5 fire. Next, the Warforged Fighter's Adamantine Laced 5 ability eliminates all of the normal damage, yielding a final damage of 5 fire.

Q. If a creature's melee attack deals multiple types of damage (such as a Salamander's 10 + 5 fire), which type of damage does a "damage -[#]" effect reduce? The normal damage or the fire damage? Both? If both, which type is reduced first? Can it reduce the Evermeet Wizard's 10 electricity melee damage?

A. Just as effects that double damage double only the base damage, so effects that increase or decrease damage affect on the base damage. In the case of the Salamander, the base 10 damage would be reduced, so it would end up dealing 5 + 5 fire. Since the Evermeet Wizard's melee damage is also electricity damage, the effect reduces the amount of damage dealt by 5, to 5 points of electricity damage.

Q. If an effect, such as *bull's strength* or *ray of enfeeblement,* increases or reduces "damage" and doesn't specify a type, can it affect damage dealt by spells and special abilities?

A. Such effects increase or reduce only melee attack and ranged attack damage unless otherwise specified.

Determining Distances of Effects

Q. Do I count difficult terrain when determining the distance to another creature or to a given space?

A. You count difficult terrain only if the distance has to do with movement. For example, when determining the nearest enemy for purposes of rushing or charging, you must count difficult terrain if the moving creature would be slowed by it. However, when determining the nearest enemy for a ranged attack, or whether a creature is within 6 squares of a commander, you do not count difficult terrain.

Q. Some spells and abilities (such as Countersong or *summon*) affect creatures within or create effects within a certain number of squares. How do I determine whether a creature or square is within range? Do I count distances around walls or through them?

A. Unless otherwise specified, you count the distance for a spell or ability the same way you do for a ranged attack: Take diagonals into account, but not difficult terrain. As with a ranged attack, you can count diagonally past the corners and ends of walls, but you can't count through them.

Etiquette

Q. Is it legal to keep my creatures' stats secret during play? The rules say to "reveal your warband" just before placing terrain. Is it good enough to just tell my opponent the names of my creatures, so I can save some of their abilities as a surprise later?

A. No. Your stat cards must be made available to other players and judges on request.

Facing

Q. Does it matter which way my miniatures face on the battle grid? Can enemy creatures sneak up "behind" my creatures to gain a bonus on attack rolls or damage?

A. No. There is no facing in the **DUNGEONS & DRAGONS Miniatures** game. All creatures can see, react, and fight equally well in all directions, so it doesn't matter which direction your miniatures face.

Factions

Q. Some creatures have abilities that affect creatures differently based on their faction. How do I resolve these abilities when they are used on creatures that belong to multiple factions? For example, the Paladin of Torm's Evil Slayer ability grants a +10 bonus on melee damage against evil creatures. Does it get the bonus damage if it attacks a Clay Golem (CG/CE)? What if it attacks a Medium Earth Elemental (LG) that is summoned into a Lawful Evil warband?

A. The answer depends on the type of skirmish you are playing.

In normal (Constructed) skirmishes, the first step to building a warband is to choose a faction. All creatures in your warband are considered to match your warband's faction exactly, including creatures that are brought in by WARBAND BUILDING, Summon spells and abilities, or otherwise added during play. In other words, if you are playing a Chaotic Evil warband, every creature in your warband is Chaotic Evil for purposes of spells, special abilities, and any other effect. See the glossary definitions of chaotic, evil, good, and lawful for more details. In the example above, the Paladin of Torm would get the bonus damage if the Clay Golem is part of a Chaotic Evil warband, but not if it is part of a Chaotic Good warband. It would also get the bonus damage against the Medium Earth Elemental, since it is part of a Lawful Evil warband.

In skirmishes where you do not have to choose a single faction for your warband, such as Out of the Box scenarios and many Limited-format scenarios, use each creature's faction as printed on its card for purposes of these kinds of abilities. In the example above, the Paladin of Torm would not get the bonus damage against the Clay Golem, since it counts as chaotic, but neither evil nor good. Similarly, the Paladin would never get the bonus damage against a Medium Earth Elemental since it is Lawful Good.

Followers and Commanders

Q. Can commanders benefit from Commander Effects?

A. No. Commander Effects can't help other commanders in your warband or allied commanders. They help only followers. However, Commander Effects that affect enemy creatures do affect enemy commanders.

Helpless

Q. If a creature makes a melee attack against a helpless enemy that has Conceal, does the attack have a chance of missing? What if the enemy is Incorporeal?

A. Yes in both situations. Both Conceal and Incorporeal can protect a helpless creature from being hit by or taking damage from a melee attack.

Hit Points

Q. Can a spell or special ability (such as *bear's endurance* or Feed) raise a creature's hit points above its starting amount?

A. Yes. In general, an effect can raise a creature's hp above the starting amount. However, heal effects never do so. See the HP/hit points and heal glossary entries for more details.

Q. Does increasing a creature's hit points above the starting amount affect when it has to make a morale save for being reduced to half hp? For example, if a Cleric of Gruumsh (which starts with 20 hp) casts *bear's endurance* on itself and raises its hp to 30, does it have to make a morale save at 10 hp or at 15 hp?

A. A creature needs to make a morale save when it is reduced to half of its *starting* hit points. In the example, the Cleric of Gruumsh started with 20 hp, so it has to make a morale save when it reaches 10 hp.

Line of Sight

Q. Do creatures block line of sight?

A. No, creatures do not block line of sight, although they do grant cover. Only certain kinds of terrain (such as walls) or certain effects (such as Invisibility) prevent line of sight. If terrain or an effect blocks or prevents line of sight, its description will say so explicitly.

Morale Saves

Q. Does the Save +[#] ability give a bonus to morale saves?

A. Yes. Morale saves are just a special type of save. They benefit from the Save +[#] ability like any other save.

Q. Can a creature voluntarily fail a morale save? The rules say a routing creature "can" rally, not that it "must try" to rally. If I want a creature to run rather than stand still, can I just decide not to rally it?

A. A routing creature must try to rally if it can, and it must use the best Commander rating available to it (if any) to help it rally. A routing creature can keep routing only if it fails its rally attempt (or if it is not allowed one in the first place because it is out of command).

Q. If I have a creature that made a morale save when it was reduced to half hit points, and I later heal that creature back to above half hit points, does it have to make another morale save when it takes damage and is reduced to half hit points a second time?

A. No. The morale rules say that once a creature makes a morale save (successful or not) for being reduced to half hit points, it never has to make another morale save for being reduced to half hit points.

Q. If a creature makes a morale save for being reduced to half hit points (and eventually rallies), isn't it effectively immune to *cause fear* and similar spells from that point on? Likewise, if a creature makes a morale save for a *cause fear* spell early in a skirmish (and eventually rallies), it doesn't have to make one when reduced to half hit points, right? After all, the morale rules say once a creature makes a morale save, it never needs to make another one in the skirmish. So doesn't this mean a creature never has to make more than one morale save per skirmish?

A. No, that's not really what the rules say. The morale rules say that a creature never has to make more than one morale save for being reduced to half its hit points. However, there is no limit to the number of morale saves a creature may need to make for other reasons: *cause fear* spells, rallying, the Cowardly ability, and so on.

Movement

Q. Can a creature voluntarily leave the battle grid through an exit square when it is not routing?

A. No, not in general. A creature may leave the battle grid voluntarily only if the scenario description specifically allows it.

Q. Can a creature use Sidestep to move 1 square into difficult terrain, even though it counts as 2 squares of movement? Can a creature with Whirlwind Attack move 1 square into difficult terrain and still make an attack against each eligible enemy?

A. No in both cases. For abilities that depend on the distance a creature moves, you must take into account the total cost of the movement, including diagonals, difficult terrain, and the like.

Q. Must 2 diagonals through nondifficult terrain be consecutive for the second to count as 2 squares? For example, if a creature moves diagonally 1 square, then straight 1 square, then diagonally again, is its total movement 3 squares or 4?

A. Diagonals through nondifficult terrain do not need to be consecutive for the even ones to count double. In the example, the creature's total movement is 4 squares.

Q. How does the minimum movement rule interact with creatures that have speed 0, such as an out of command Stone Golem or a Grick that has destroyed a living enemy?

A. A creature with speed 0 cannot take advantage of the minimum movement rule. Such a creature cannot move voluntarily.

Nearest Enemy

Q. If the nearest enemy has cover or is in melee, can I target another creature instead? If the nearest enemy is immune to the attack, spell, or special ability that I want to use, can I target another creature instead?

A. No. Ranged attacks, ranged spells, and ranged special abilities must target the nearest enemy regardless of whether that enemy has cover, is in melee, or is otherwise not an optimal target.

Q. How do Flight, Burrow, or other movement abilities affect the nearest enemy determination for movement purposes (such as rushing or charging)?

A. When determining the nearest enemy for movement purposes, you must take the most efficient path possible, taking full advantage of all possible movement abilities such as Flight and Burrow.

Out of Command Creatures

Q. What can an out of command creature do? Can it use ranged attacks or special abilities, or is it only permitted to make melee attacks?

A. In general, an out of command creature can do anything a creature under command can do. The only difference is that the out of command creature has a speed of 2 instead of its normal speed. In addition, an out of command creature can rush at up to double its normal speed if it meets the requirements for rushing. An out of command creature with the Difficult ability may be required to rush the nearest enemy. See the glossary definition of Difficult for more details.

Q. Some abilities or effects (such as the Grick's Ravenous Hunger) reduce a creature's speed to 0. However, out of command creatures move at a speed of 2 instead of its normal speed. Which speed takes precedence?

A. Being out of command doesn't speed up a creature. If a creature's normal speed is less than 2, its speed is not affected by being out of command.

Ranged Spells and Special Abilities

Q. Some rules refer to "ranged" spells and special abilities. Which ones count as ranged?

A. Ranged spells and special abilities are those that target the nearest enemy or ally. A spell or special ability is ranged if it has 1 of the following range keywords: range 6, cone, line, and sight. All other spells and special abilities do not count as ranged (those with the range keywords self, touch, your warband, and any warband).

Recovering from Effects

Q. Certain conditions and special abilities, such as Stun, Paralysis, and Constrict, prevent a creature from acting on its next turn. Can a creature recover from all of these conditions at once, or must they be removed one at a time in a certain order?

A. A creature must recover from each condition or effect one at a time on separate turns. Conditions that make a creature helpless (such as Paralysis) must be removed first, and Stun must always be removed last. Within those constraints, the controlling player can choose any order for attempting to recover from individual conditions or effects.

Routing

Q. What happens if a routing creature cannot move, such as when it is stunned, paralyzed, or surrounded by enemies?

A. In these situations, the routing creature stands still. It is still considered to be routing.

Q. When a creature fails a morale save on another creature's turn, does it run away immediately or does it wait until its own turn?

A. The creature runs away immediately. It then runs again on its own turn if it fails to rally.

Q. If enemies block 1 or more available paths a routing creature could take toward its exit corner, how do I determine which path the routing creature takes?

A. A routing creature's final location must be the square that is nearest to its exit corner. Nearness is determined by the movement cost for the routing creature to travel from a given square to its exit corner. Just as with walls or other impassible terrain, you must count the cost of going around enemies. If a path is blocked, the routing creature must take another path. If enemies block all paths, it moves toward what would be the closest square to an exit if there were no enemies.

Q. If a routing creature is stunned, paralyzed, or forced to skip its next turn, can it still attempt to rally on its turn?

A. No. If 1 of those effects prevents a creature from taking normal actions, it can neither rally nor move toward an exit square on its turn. The creature spends its turn recovering from the Stun, Paralysis, or other effect as usual.

Q. How do Flight, Burrow, or other movement abilities affect the path a creature must take when routing?

A. When routing, a creature can take any path that gets them as close to the exit square as possible. If using an ability like Flight or Burrow can get a creature closer to the exit square, it must use the ability.

Q. If a creature is routing because it was reduced to half hit points, can I stop it from routing by healing it back above half?

A. No. The only way to stop a creature from routing is for that creature to rally on its turn.

Rushing

Q. Do I have to move a creature straight toward the enemy that it's rushing?

A. The diagram on page 11 of the rulebook shows the gnoll moving straight toward the archer or warrior as part of a rush. This diagram uses the words "directly toward" but actually describes 2 possible paths to either creature, one of which shows what the gnoll has to do to charge when rushing. However, a creature doesn't have to move straight toward the enemy that it's rushing. In this diagram, if the gnoll wants to move at more than speed 2, it simply has to end its movement next to either the archer or the warrior. It could even take a roundabout path and wind up on the far side of either enemy, although it wouldn't be able to attack because it would have moved too far without charging.

Q. Are there restrictions on attacks when a creature rushes?

A. If a creature rushes, it must move before making any attack.

Q. A Difficult out of command creature is already adjacent to an enemy. Is it "pinned" because it has to rush the enemy that it's already next to?

A. A rushing creature must end its movement next to the nearest enemy it can see, but otherwise its movement is not restricted. In this case, the creature that's next to an enemy can move as long as it ends its movement next to that enemy. If it's adjacent to more than 1 enemy, it must end its movement next to 1 of them. (Moving while next to an enemy usually provokes an attack of opportunity.)

Q. If a creature rushes an enemy and the enemy is destroyed or routed before the creature becomes adjacent to it, how do I handle the rest of the rushing creature's movement? This sort of thing could happen with Trample or a combination of attacks of opportunity and other abilities.

A. If the creature can still become adjacent to the enemy by completing the rush, it must do so. If that isn't possible (because the enemy was destroyed or routed too far away), the rushing creature stops moving immediately; because it rushed, it cannot move any further nor attack other enemies.

Saves

Q. Can a creature voluntarily fail a save? For example, I might target my own creature with a Basilisk's Gaze Attack to create a statue for some defensive purpose. Could the target of the Gaze Attack voluntarily fail the save? What about voluntarily failing saves against spells?

A. No. A creature must try to save against a spell or special ability, even if the effect originates from itself or its ally. The creature must add all applicable bonuses and penalties to the save. (See errata for the Drider Sorcerer, allowing creatures to voluntarily fail the save against its *baleful transposition* spell.)

Q. Spells such as *unholy blight* deal damage as well as producing other effects. If a creature makes a save against such a spell, what happens? Does the creature take half damage? Is the additional effect negated?

A. Both. A creature that successfully saves against such a spell or special ability takes half damage and does not suffer the additional effect. (Such spells whose effects are totally negated by a save indicate this in their rules text.)

Special Abilities

Q. When can a creature use a special ability that replaces attacks (such as Breath Weapon or Gaze Attack)?

A. A special ability that replaces attacks can be used only during a creature's turn. A creature cannot use a special ability that replaces attacks when it is granted an extra attack, such as when an enemy provokes an attack of opportunity or when the creature is the recipient of a *snake's swiftness* spell.

Q. Can a creature use a special ability when an enemy threatens a square it occupies?

A. Yes. Unlike spells, special abilities can be used by a creature in a threatened square.

Special Abilities and Damage

Q. If an attack reduces a creature to half hit points and also delivers a special effect (Stun, Paralysis, Level Drain, Poison, and so on), does the morale save happen before or after the special effect?

A. Apply the special effect before the morale save.

Q. Some special abilities (such as Level Drain and Constitution Drain) benefit an attacker when it damages another creature. Does the attacker still benefit from the ability if the creature is destroyed by the attack? Some of these abilities allow the creature to make a save. Does the creature still get a save even though it is destroyed by the attack?

A. Yes and yes. Always apply and resolve the special effects of an attack before destroying the creature.

Q. Some effects (such as Level Drain) are triggered when a creature deals damage to an enemy. Are these effects still triggered if a defensive ability such as DR reduces the damage dealt to 0?

A. No. Effects that are triggered by dealing damage to an enemy are triggered only if the enemy's hp are reduced by the attack.

Q. How do the Resist [#] ENERGY ability and the Vulnerable ENERGY ability interact with each other and with saves? Do those abilities apply before or after the save? If a creature has both the Resist and Vulnerable abilities, which one applies first?

A. Roll the save first, apply the Resist ability second, and apply the Vulnerable ability last.

Spells

Q. Do ranged spells such as *Melf's acid arrow* or *lesser fire orb* require an attack roll? What about touch spells such as *inflict moderate wounds*?

A. No. Spells never require an attack roll unless the spell's description says so explicitly.

Q. Does the *magic weapon* spell work on creatures that don't wield weapons, such as a Dragon or a Wolf?

A. Yes. The *magic weapon* spell works on all creatures, except those with Spell Resistance All.

Q. Spells such as *benign transposition* and *baleful transposition* affect multiple creatures, and *baleful transposition* can target both enemies and allies. Can they target any appropriate creature within range or do they use the nearest enemy or ally rule? Can they target the caster?

A. Both *benign transposition* and *baleful transposition* can target any 2 creatures (see the errata for the Evermeet Wizard). These spells ignore the usual nearest ally/enemy requirement and can target any 2 appropriate creatures within range. *Benign transposition* affects only allies, so it can target any 2 allies other than the caster within range. (A creature does not count as its own ally.) *Baleful transposition* can target any 2 creatures within range, including the caster.

Q. Do Psionics count as spells?

A. Yes. Everything in the Spells section of a creature's stat card are spells.

Q. Does a spell with a range of your warband (such as *bless*) affect creatures that are summoned or otherwise added to your warband after the spell is cast?

A. Yes. Spells and special abilities with a range of your warband affect all creatures in your warband regardless of whether the creatures were part of your warband at the time the spell or special ability was used.

Q. If a creature targets an area effect spell at an enemy, and the enemy successfully resists the spell with Spell Resistance or Spell Resistance All, does the spell still go off? Can it affect other creatures in the area?

A. Yes, the spell might affect other creatures in the area. Neither Spell Resistance nor Spell Resistance All prevents a spell from taking effect; those abilities only protect individual creatures from being affected by the spell.

Q. Does *divine protection* (or any other spell with a range of your warband) affect Clay Golems or other creatures with the Spell Resistance All ability?

A. No, generally not. Creatures with Spell Resistance All cannot be affected by a spell unless the spell ignores Spell Resistance. Spells with a range of your warband are no exception. Specifically, Clay Golems cannot benefit from *divine protection* because that spell does not say that it ignores Spell Resistance.

Squeezing
Q. Can a creature squeeze to make its space smaller when impassable terrain doesn't require it to? It might want to do this to avoid spike stones or to avoid provoking an attack of opportunity.

A. No. The only reason a creature can squeeze is to move into or through an area where impassable terrain would otherwise make the movement impossible. Creatures cannot squeeze simply to avoid undesirable situations.

Q. Can a creature end its turn in a squeezed position?

A. Yes. Nothing precludes a creature from ending its turn squeezed. However, it will take the normal penalties for squeezing (-4 penalty on attack rolls and to AC) until it is no longer squeezing.

Q. How do I determine which squares a creature occupies while it is squeezing?

A. A Huge squeezing creature counts as being in a square that its base occupies only if that square has line of effect to the creature's center square. A Large squeezing creature counts as being in a square that its base occupies only if that square has line of effect to the creature's center point.

Q. Can a creature be set up on its assembly tile or starting area such that it begins a skirmish squeezed?

A. Yes.

Stacking

Q. Do scenario effects, such as the bonus damage from Cave of Pain, stack with special abilities and Commander Effects?

A. Yes. A creature that gains melee damage +5 because of a Commander Effect gains an additional +5 bonus to damage in the Cave of Pain scenario.

Terrain Tiles

Q. What terrain tiles are legal in Organized Play events? Where do I get them?

A. Sixteen terrain tiles are available in the two Entry Packs, all of which are legal. Organized Play has produced additional legal terrain tiles, which are being distributed through DRAGON® *Magazine* and Organized Play's tournament and league packs. If you can't find those new tiles at a store that is running Organized Play events, you can download and print them out from the Wizards website at http://www.wizards.com/default.asp?x=dnd/mi/20040318a.

The **D&D Miniatures** Floor Rules list the terrain tiles that are not legal for Organized Play events. You can download the Floor Rules from the Wizards website at http://www.wizards.com/default.asp?x=dci/doccenter/home.

Q. Do the terrain tiles have to link together as I place them?

A. No. You can leave gaps between the terrain tiles. In fact there are some situations where you *must* leave gaps between terrain tiles. For more details, see the terrain placement rules in the rulebook.

Q. Do I have to choose my terrain tiles in advance, or can I choose your tiles "on the fly" to better react to my opponent's warband or the tiles my opponent places?

A. You must choose your terrain tiles before rolling terrain initiative and revealing your warband. Many players consider their terrain tiles to be part of their warband and choose them at the same time they build their warband.

Q. Must I reveal my terrain tiles at the same time I reveal the creatures in my warband, or can I keep the terrain tiles secret until they are placed on the battle grid?

A. Terrain tiles are part of a player's warband, and therefore they must be revealed at the same time the creatures are revealed (before rolling for terrain initiative).

Q. Does the black stripe on the Creeping Tangle terrain tile represent a wall or a pit?

A. It's a wall.

Q. Do creatures get a +2 bonus to attacks and magic damage when standing anywhere on the Shrine of Justice terrain tile or only when standing on the circle?

A. Creatures gain the benefits only while standing on the circle. Though The Shrine of Justice tile doesn't say so explicitly, the benefits come from a sacred circle terrain feature.

Special Abilities Questions

Arrow Catching Shield
Q. The Thayan Knight's Arrow Catching Shield ability says that enemy ranged attacks against adjacent creatures target the Thayan Knight instead. When the Thayan Knight's ability makes it the target of a ranged attack, how do I determine cover and whether the target is in melee? What if the attacker has line of sight to the original target but doesn't have line of sight to the Thayan Knight? What if the attack has a range of only 6 squares, but the Thayan Knight is 7 squares away?

A. Ranged attack modifiers for cover and whether the target is in melee are based on the original target of the ranged attack, not the creature with the Arrow Catching Shield ability. Similarly, line of sight and range are also based on the original target of the ranged attack. So long as the attacker is within range of the original target and has line of sight to the original target, the creature with the Arrow Catching Shield ability can be targeted by the attack.

Q. If 2 or more creatures with the Arrow Catching Shield ability are adjacent to the original target of a ranged attack, how do I determine which creature is targeted by the attack?

A. Resolve the attack against the creature with the Arrow Catching Shield ability that is nearest to the attacker. If 2 or more such creatures are equally close to the attacker, then the attacker gets to choose which counts as the nearest.

Bear's Endurance
Q. If a creature receives a *bear's endurance* spell and later takes 10 damage, can the creature benefit from a second *bear's endurance* spell?

A. No. *Bear's endurance* counts as an ongoing effect (see the glossary definition of stacking), so a creature cannot benefit from an additional casting of the spell even if it has taken enough damage to eliminate some or all of the bonus hit points gained from the first casting.

Black Cloud
Q. If a creature is affected by an Achaierai's Black Cloud, does the initial save apply to both the damage and the Confusion, or just the Confusion?

A. The initial save applies to both the damage and the Confusion. If the initial save is successful, the creature takes 5 damage and avoids being confused.

Burrow
Q. Do creatures with Burrow provoke attacks of opportunity when they leave their starting square?

A. No. Burrowing creatures do not provoke attacks of opportunity at all when moving.

Captivating Song
Q. What is the range of the Harpy's Captivating Song?

A. The Harpy's Captivating Song doesn't have a range. It affects every susceptible enemy on the entire battle grid.

Cleave
Q. When a creature with 2 or more different melee attacks gets a chance to use Cleave, which attack does it use?

A. The creature uses the same attack that triggered the Cleave.

Q. If a creature uses Smite, Stunning Attack, *dissolving weapon*, *true strike*, or a similar ability on its normal attack and destroys an enemy, does it get to use the same abilities for free on the Cleave attack?

A. No. Abilities that are optional (such as Smite and Stunning Attack) or effects that apply to the "next attack" (such as *dissolving weapon* and *true strike*) apply only to a single melee attack. The Cleave attack is a separate attack, so it wouldn't automatically benefit from those abilities just because the initial attack used them. However, a creature with multiple uses of Smite (for example) could spend 1 use on its initial attack and spend another use on its Cleave attack if it wished.

Q. What about situational abilities such as Sneak Attack and Powerful Charge, or situational bonuses such as those from charging and flanking? Can those carry over onto a Cleave attack?

A. Possibly. Situational abilities and bonuses don't "carry over," but they do apply on any attack--even a Cleave attack--that meets the situational requirements. An attacker might even get situational abilities or bonuses on the Cleave attack that it did not get on its initial attack. However, neither Powerful Charge nor the +2 bonus for charging can ever help on a Cleave attack; those bonuses apply only against the enemy that was charged.

Cone

Q. Is it legal to position a cone template so that it overlaps the originating creature's space?

A. Yes, it is possible and legal to meet the normal cone positioning requirements by overlapping the originating creature's space. Of course, the originating creature will be affected by its own cone if the template overlaps its space.

Conceal

Q. Does Conceal protect against spells and special abilities?

A. Generally, no. Conceal protects only against attacks, so it would protect against a spell or special ability only if the spell or special ability is an attack or is delivered as part of an attack. Most spells aren't attacks, so Conceal doesn't protect against *fireball*, *magic missile*, *cause fear*, and so on. However, it can protect against attacks from *spiritual weapon* and similar spells; each time a creature with Conceal would be attacked by *spiritual weapon* spell, the attacker makes a Conceal roll just as for a normal attack. Many special abilities aren't attacks, so Conceal doesn't protect against Breath Weapon, Eye Rays, Death Burst, Trample, or even Gaze Attack (despite the word "attack" in its name, a Gaze Attack doesn't really count as an attack). However, it can protect against effects such as Stunning Attack, Smite, and Powerful Charge, since those are delivered as part of an attack; if the attacker fails the Conceal roll on the attack, the target is also safe from the special ability that is delivered as part of the attack.

Confusion

Q. What's the interaction between Confusion effects and routing?

A. A confused creature can rout. A routing creature can become confused. If the result of the Confusion roll indicates that an opponent controls the creature on its turn, it would rout toward that opponent's exit. If the result of the Confusion roll indicates that the creature stands still, it neither moves nor attempts to rally. A creature that is allowed to save against Confusion at the end of its turn gets to make that save, but will still be routing.

Control

Q. Some effects allow an opponent to take control of a player's creature. How do these effects work?

A. The answer depends on whether an opponent takes control of the creature temporarily (as with Confusion) or permanently (as with *control undead*).

Temporary Control: The opponent treats the creature as though it were part of his or her own warband for as long as he or she controls it. It still counts as 1 of the original player's activations for the phase. Its enemies and allies are effectively reversed, so it can attack creatures in its original warband and cannot attack creatures in the controlling opponent's warband. The original player's creatures can make attacks of opportunity against it if they wish, but the opponent temporarily controlling the confused creature receives the victory points if it is eliminated while under his or her control.

Permanent Control: The creature actually becomes a member of the opponent's warband. The opponent may activate it in the round when control is gained only if it hasn't been activated yet. For as long as the opponent controls the creature, it counts as eliminated for victory points--even if it is still on the battle grid. If it is destroyed while under the opponent's control, the opponent keeps the victory points for eliminating it. Because it is now a member of a different warband, its enemies and allies are reversed, so it can attack creatures in its original warband and cannot attack creatures in its new warband.

Q. If a controlled creature has previously used a *summon* spell or ability, which warband do the summoned creatures fight for?

A. Summoned creatures are controlled by the player who controls the summoner at the time of the summoning. In other words, gaining control of a creature does not also give control of previously summoned creatures. However, the new controller would gain control of those summoned while the creature is under his or her control.

Q. If a controlled creature casts a spell or uses a special ability with a range of your warband, which warband does it affect?

A. Such spells and special abilities benefit the warband that the creature was a member of at the time of use.

Countersong

Q. How does Countersong interact with the timing of Commander Effects that are triggered when a creature is destroyed or reduced to 0 hp? Examples include Cleave (Cleric of Gruumsh), Death Strike (Human Cleric of Nerull), and the Lich Necromancer's Commander Effect. If a Lich Necromancer destroys a nearby War Chanter, is an Undead creature created? If a Red Samurai is within 6 squares of a Cleric of Gruumsh, and it destroys an adjacent Devis, Half-Elf Bard, can it make a Cleave attack against another adjacent enemy?

A. Such Commander Effects must be in effect just before the creature is actually destroyed or reduced to 0 hp. So for example, if the commander is within range of Countersong just before the creature is destroyed or reduced to 0 hp, its Commander Effect is blocked. This is true in both of the example cases: No Undead creature is created, and the Red Samurai does not make a Cleave attack.

Q. Alusair Obarskyr's Commander Effect ("Followers that activate within 6 squares of this commander gain Powerful Charge +10 (Melee damage +10 when charging) until end of turn") grants a benefit that lasts from the start of a follower's turn to the end of the follower's turn. How does this interact with Countersong? If a creature starts its turn outside of an enemy's Countersong range, and then moves within range, would it benefit from this Commander Effect? What if the creature starts inside the range of Countersong and then moves out?

A. A creature within the range of an enemy's Countersong cannot benefit from a Commander Effect even if the effect lasts until the end of the creature's turn. In other words, moving into range of an enemy's Countersong would prevent a creature from using the Powerful Charge ability granted by Alusair Obarskyr's Commander Effect. Starting within range of an enemy's Countersong prevents the creature from receiving the Commander Effect in the first place; in this case, a follower of Alusair Obarskyr doesn't get Powerful Charge at all, even if it moves outside the Countersong range on its turn.

Death Strike

Q. Some creatures (such as Barghests, Wights, and Wraiths) can gain hit points on a successful attack. If 1 of these creatures is reduced to 0 hp and then uses Death Strike (granted by the Cleric of Nerull's Commander Effect), can it avoid being destroyed by increasing its own hp above 0 with a successful Death Strike attack?

A. No. A creature is irrevocably destroyed after a Death Strike attack. Ignore any hit points a creature gains as a result of a successful Death Strike.

Q. Can a creature use Cleave if its Death Strike attack destroys an enemy?

A. No. A creature that makes a Death Strike attack is immediately destroyed after the attack and cannot do anything else.

Evade Damage

Q. How does Evade Damage interact with a spell or special ability such as *finger of death*, which deals damage only on a successful save?

A. A spell or special ability that deals damage on a successful save counts as a damaging spell or special ability, even if it wouldn't have dealt damage on a failed save. Therefore, a creature with Evade Damage that successfully saves would take no damage from a spell such as *finger of death*.

Gaze Attack

Q. Can the passive effect of Gaze Attack affect allies? For example, what happens if a creature casts a beneficial ranged spell at an allied Medusa that is 6 squares away? Does it have to make a save against the allied Medusa's Gaze Attack?

A. Yes, the allied creature has to make save against the passive effect of the Gaze Attack. Specifically, the description of Gaze Attack's passive effect refers to "any creature," which means it can affect both allies and enemies.

Improved Initiative

Q. Does Ryld Argith's Improved Initiative ability also work on terrain initiative?

A. Yes. Improved Initiative works for all initiative checks, including terrain initiative.

Q. Does Ryld Argith's Improved Initiative ability count toward initiative tiebreakers?

A. Yes. If Ryld's player and the opponent tie on an initiative check, Ryld's player would win the tiebreaker if +8 is greater than the opponent's initiative bonus.

Leap

Q. Can a creature use the Leap special ability when it rushes? What about on a charge?

A. Leap can be used when rushing (assuming the creature moved its Speed or less), but not when charging. A rushing creature is required to make a melee attack against the enemy it rushed if it moved its speed or less. A creature can satisfy that requirement by making a normal melee attack or using a special ability that is resolved with a melee attack; Leap is such a special ability. In contrast, charging doesn't require a creature to make a melee attack; it grants a melee attack. When a creature has been granted a melee attack, it can't use special abilities that replace attacks.

Level Drain

Q. If a creature is affected multiple times by a Level Drain ability, do the attack and save penalties stack? In other words, if a creature is hit by 3 Level Drains, does it take a -3 penalty to attacks and saves?

A. No. The errata for the Wight's Level Drain now says, "hit points gained as a result of this ability stack with themselves." The attack and save penalties don't stack. (Only the hp increase stacks with itself.)

Line

Q. The glossary definition of a line says, "A line does not affect creatures more than 12 squares away." When counting, do I count the distance from the acting creature or from the origin of the line? This can be important if the origin of the line is "behind" the acting creature relative to the target.

A. Count the distance from the origin of the line. (Each of the squares adjacent to the origin of the line is 1 diagonal square away.) This is fundamentally identical to the way cones work: If a creature aligns a cone template with 1 of its "back" corners relative to the target, the cone doesn't go as far. The same is true with lines.

Melee Reach

Q. If a creature with Melee Reach attacks an enemy, must it attack the nearest enemy?

A. No. Although Melee Reach attacks use some of the rules for ranged attacks, they are not actually ranged attacks, so they can be made against any enemy within range.

Q. If a creature with Melee Reach attacks an enemy that is in melee with another creature, does the enemy receive a +4 bonus to AC for being in melee?

A. No. Melee Reach attacks use the ranged rules only for cover and line of sight. The +4 bonus to AC for being in melee isn't part of the ranged cover rules or ranged line of sight rules, so it does not apply to a Melee Reach attack.

Q. The rules say that when making a Melee Reach attack, I "determine whether the attacker has line of sight to the target." Does this mean a creature can't make a Melee Reach attack against an enemy that it cannot see?

A. Yes. In order for a creature with Melee Reach to attack an enemy, it must have line of sight to the enemy.

Q. The rules say that a creature cannot make an attack of opportunity against an enemy that has "melee cover" against it. Similarly, a creature does not prevent the spellcasting or ranged attacks of an adjacent enemy that has melee cover against it. How do these rules interact with the fact that a creature with Melee Reach uses different rules for determining whether the target has cover?

A. When determining whether an enemy has melee cover against a creature, see if the enemy would have cover against the creature's melee attack, taking into account all special abilities (such as Melee Reach) that affect how cover is determined. Because Melee Reach attacks are more difficult for an enemy to gain cover against, so there are fewer situations where the enemy can cast spells, make ranged attacks, and move without provoking attacks of opportunity while adjacent to a creature with Melee Reach.

Minions

Q. How does the Minions special ability function in Out of the Box games and other Limited formats?

A. In Limited formats, the Minions special ability works only if you have the appropriate creature or creatures in the limited pool of creatures from which you construct your warband. (This usually means that Minions doesn't work well in Limited play.)

Mordenkainen's Buzzing Bee

Q. How does *Mordenkainen's buzzing bee* interact with abilities that allow a creature to be under command without a commander, such as Independent or Pack Hunter?

A. *Mordenkainen's buzzing bee* prevents a creature from being put under command by a commander, but it does not prevent a creature from being under command from some other effect. This means that an Independent creature is still under command even if it has been affected by *Mordenkainen's buzzing bee*. The same is true for a creature with Pack Hunter that has line of sight to enough appropriate allies. However, a creature affected by *Mordenkainen's buzzing bee* can't receive any commander effects and can't use a commander's Commander bonus on morale saves, since both of those require the commander to put the creature under command.

Pacification Spores

Q. If a creature is affected by Pacification Spores, can it use spells and special abilities that aren't attacks?

A. Yes. Pacification Spores prevents attacks only. An affected creature can still use nonattack special abilities and spells.

Q. If a creature provokes an attack of opportunity from a Myconid Guard, and fails its save against Pacification Spores, when can that creature attack again?

A. The creature cannot attack until after its next turn. The creature cannot make any attacks during the rest of its current turn.

Q. If a creature is affected twice or more by Pacification Spores before it has a chance to activate, must it wait even longer to attack?

A. No. At the end of its turn, a creature recovers from all Pacification Spores effects that it received before the start of its turn.

Q. If a creature is affected by Pacification Spores before its turn, then activates and provokes an attack of opportunity from a Myconid Guard, and fails its save against Pacification Spores, when can it attack again?

A. The creature must wait until the end of its next turn to attack. Though 2 or more Pacification Spores effects don't stack together to increase the duration of the effect, the individual effects do overlap. The duration of a Pacification Spores ability is set relative to when it was delivered. The earlier Pacification Spores effect would end at the end of the creature's current turn, but the new Pacification Spores effect would still exist, which prevents the creature from attacking until the end of its next turn.

Paralysis

Q. If a paralyzed creature is paralyzed again before it has had a chance to become unparalyzed, is it now "double paralyzed"? Does it require 2 separate saves on 2 separate turns to become unparalyzed?

A. No. A creature affected by multiple Paralysis effects recovers from all of them at the same time. The save is made against the highest DC of all the Paralysis effects that affected the creature.

Push/Pull

Q. Does a push/pull effect count as movement, thereby ending abilities such as Defensive Stance that end when a creature moves?

A. Yes. The glossary definition of push/pull uses the term "move," so it counts as movement.

Ranged Precision

Q. The Half-Elf Bow Initiate's Ranged Precision ability says, "On its turn, if this creature makes a single ranged attack at an enemy within 6 squares, damage +5 on that attack." The wording seems to imply that the Half-Elf Bow Initiate can get the damage bonus and still make multiple attacks on its turn so long as it makes each of its attacks against a different enemy. Is this right?

A. No. To use Ranged Precision, the Half-Elf Bow Initiate can make only 1 attack on its turn.

Q. Can I wait to see whether the Half-Elf Bow Initiate's first attack hits before I decide between using Ranged Precision and making multiple attacks?

A. No. You must decide whether to use Ranged Precision before making your first attack roll. If you choose to use Ranged Precision, the Half-Elf Bow Initiate cannot make more than 1 attack.

Q. If a Crow Shaman casts *snake's swiftness* on a Half-Elf Bow Initiate and the Half-Elf Bow Initiate makes its immediate ranged attack against an enemy within 6 squares, does Ranged Precision allow it to deal 15 points of damage if the attack hits?

A. No. The Half-Elf Bow Initiate is making the immediate attack on the Crow Shaman's turn. Ranged Precision says, "On its turn ...," which means it grants the increased damage only on the Half-Elf Bow Initiate's turn.

Requires CREATURE

Q. Can I designate, for example, a single Halfling Cleric of Yondalla as the required commander for 2 different Large Earth Elementals (both of which have the Requires Commander ability)?

A. Yes, a single Halfling Cleric of Yondalla would suffice. A creature can be designated as the required creature as many times as you wish. If the required creature is eliminated, *all* of the creatures that require it are also eliminated.

Ring of Blades

Q. If a creature activates next to 2 Clerics of Garl Glittergold that have cast *ring of blades* on themselves, does the creature take 20 points of damage when it activates?

A. No. Identical ongoing effects never stack. The creature would take 10 only points of damage each time it activates when adjacent to 1 or more creatures using the *ring of blades* spell.

Sanctuary

Q. Can a creature with Spell Resistance attempt to attack an enemy that is protected by *sanctuary*?

A. No. Spell Resistance does not allow a creature to ignore abilities that enemies receive from spells cast on them.

Q. What happens if I have cast *sanctuary* on a Thayan Knight that wants to use its Arrow Catching Shield ability to protect an adjacent target from ranged attacks?

A. The attack is still resolved against the Thayan Knight. *Sanctuary* prevents the affected creature from being chosen as the original target of an attack; the Thayan Knight wasn't chosen as the original target, so *sanctuary* doesn't protect it.

Selective Shot

Q. Does the Selective Shot ability allow affected creatures to target farther enemies with ranged spells or ranged special abilities?

A. No. Selective Shot affects only ranged attacks, not ranged spells or ranged special abilities. (The Gauth's Selective Targeting 2 ability does affect its own ranged special ability, however.)

Sidestep

Q. Can a creature with more than 1 attack and the Sidestep special ability attack, then move 1 square, and attack again?

A. No. It must move and then make all attacks, or make all attacks and then move.

Skips Next Turn

Q. If a creature is affected twice or more by abilities that force it to skip its next turn (such as Constrict) before it has a chance to activate, how many turns does the creature lose?

A. Just one. Once the creature's next turn is over, it has skipped what each of those effects required it to skip.

Q. If a creature provokes an attack of opportunity on its own turn and is forced to skip its next turn by the attack, does the creature continue its current turn or lose the rest of its current turn?

A. The creature continues its current turn normally.

Slide

Q. Does the movement from a slide effect (such as the Rakshasa's *slide* spell) cause the target to provoke attacks of opportunity?

A. No. Except for differences mentioned in the slide glossary definition, slide effects use the push/pull rules. The push/pull glossary definition says affected creatures do not provoke attacks of opportunity.

Snake's Swiftness

Q. What does a *snake's swiftness* spell let the target creature do? Can it make multiple attacks? Can it use a special ability such as Stunning Attack or Smite? Can it cast a spell or use a special ability that replaces attacks?

A. *Snake's swiftness* only allows the target creature to make a single melee or ranged attack, which can benefit from Stunning Attack or Smite if the creature chooses. It does not allow the target creature to cast a spell or use a special ability that replaces attacks.

Spell Resistance All

Q. Do spells that ignore Spell Resistance also ignore Spell Resistance All?

A. Yes.

Spiritual Weapon

Q. Does Damage Reduction protect against *spiritual weapon* attacks?

A. No. In general, DR reduces the damage of melee and ranged attacks. However, it doesn't protect against damage from spells Although *spiritual weapon* deals damage via a melee attack, it is still a spell that deals the damage. Therefore, DR doesn't reduce the damage from *spiritual weapon*.

Spring Attack

Q. Can a creature use Spring Attack to move after charging?

A. Yes. In the skirmish game, charging is just a special case of moving and attacking that has a few benefits and restrictions. Like any other case of moving and attacking, a creature can use Spring Attack to move again afterward so long as the distance it moves during its turn doesn't exceed its speed.

Stagger

Q. Can a Stagger charge end up in a square that isn't the nearest square adjacent to the target?

A. No. A creature with Stagger must still end up in the nearest square adjacent to the target of the charge..

Strikeback

Q. Does the Ochre Jelly's Strikeback ability allow it to make a melee attack even when it takes enough damage to destroy it?

A. Yes. In addition to its obvious use, Strikeback allows a creature to attack as it is destroyed. However, if a creature somehow has both the Strikeback and Death Strike abilities, it gets to make only 1 melee attack when it is destroyed.

Q. If an Ochre Jelly takes damage when it hits another creature, does it get a Strikeback attack? This could happen if it hits a creature with the Fire Shield ability or is hit by some other creature's Strikeback attack.

A. Yes. A creature can make multiple Strikeback attacks on the same turn if it keeps taking damage, regardless of the source of that damage.

Q. Must a creature make its Strikeback attack against the enemy that damaged it? What if that enemy is too far away?

A. A creature can make its Strikeback attack against any enemy that it could normally attack. In fact, if the enemy that damaged it is too far away to make a melee attack against, the Strikeback attack must be against

some other enemy within range if the creature chooses to use this ability. If no enemies are in range, the creature cannot make its Strikeback attack.

Stun

Q. If a stunned creature is stunned again before it has had a chance to activate (and thereby become unstunned), is it now "double stunned" for a total penalty of -4 to AC? Does it require 2 separate activations to become unstunned?

A. No. A creature that is stunned again while it is already stunned isn't penalized further. It takes only a -2 penalty to AC and it recovers from all of the Stun effects at the same time.

Summon/summoned

Q. Is a creature automatically under the command of the spellcaster who summons it?

A. No. Summoned creatures are subject to the normal rules governing command and the Difficult special ability. To be under command, a summoned creature must have line of sight to or be within 6 squares of a commander whose Commander rating is at least as high as the creature's Difficult rating (if any).

Q. How does the *summon* spell function in Out of the Box games and other Limited formats?

A. In Limited formats, the *summon* spell works only if you have the appropriate creature or creatures in the limited pool of creatures from which you construct your warband. (This usually means that *summon* spells don't work well in Limited play.) Once eliminated, such a creature could be summoned again later in the same skirmish with a different use of the spell.

Q. Can a caster summon 2 or more different types of creatures with a single spell or effect, assuming that spell or effect allows all those creature types to be summoned?

A. Yes, provided the total cost doesn't exceed the limit specified by the spell or effect.

Q. Must a summoner have line of sight to the space that a summoned creature appears in?

A. No. The glossary definition of summon/summoned requires only that the summoned creature end up within 6 squares of the summoner (measured around walls, not through them). So long as that is true, the summoner need not have line of sight to the space the creature appears in.

Q. Eliminating the summoner automatically eliminates summoned creatures. Also, eliminating summoned creatures is worth victory points. Does this mean that eliminating a summoner also scores victory points for any summoned creatures that get implicitly eliminated?

A. Yes. In tournament play, if you eliminate a summoner, you get victory points for both the summoner as well as any of its summoned creatures that are eliminated with it.

Q. Can a caster summon a creature that doesn't match its faction? For example, can a Chaotic Good caster (such as an Evermeet Wizard) summon Medium Fire Elementals (CE) or Dire Rats (LE)?

A. Generally, yes. Summoned creatures do not need to match the summoner's faction. When summoning, the only time faction matters is when there are faction restrictions in the particular *summon* spell's description. Because the Evermeet Wizard's *summon monster III* spell doesn't list any faction restrictions, it can summon creatures regardless of the factions printed on their cards. In contrast, the Cultist of the Dragon's *summon monster II* spell allows it to summon only evil Outsiders, so it cannot summon a creature unless at least 1 of the 2 evil factions is printed on the creature's card. The Cultist of the Dragon can also summon a creature that has 1 or both good factions printed on its card, so long as the creature also has at least 1 evil faction printed on its card. Regardless of its printed faction, in a normal Constructed skirmish, a summoned creature takes on the faction of its summoner's warband.

WARBAND BUILDING

Q. Does WARBAND BUILDING allow me to include a nonfaction creature in your warband if the creature's Difficult rating is higher than the commander's Commander rating? For example, can I use a Red Wizard's (Commander rating 3) WARBAND BUILDING ability to include a Blue Slaad (Difficult 6) in my warband?

A. No. WARBAND BUILDING is a Commander Effect, and Commander Effects don't affect creatures whose Difficult ratings are higher than the commander's Commander rating. The Red Wizard does not allow you to include the Blue Slaad in your warband.

Whirlwind Attack

Q. When my creature uses its Whirlwind Attack ability, do I make 1 attack roll and apply it against each enemy, or do I make 1 attack roll per enemy?

A. You make a separate attack roll against each enemy.

Specific Creature FAQ

Alusair Obarskyr

Q. Does the Powerful Charge +10 granted by Alusair Obarskyr's Commander Effect stack with other Commander Effects that grant bonuses to damage?

A. No. Bonuses to a statistic provided by 2 Commander Effects never stack. This is true even if the bonus is provided indirectly by an existing named ability such as Powerful Charge.

Q. Does the Powerful Charge +10 granted by Alusair Obarskyr's Commander Effect stack with a creature's own Powerful Charge ability?

A. No. The same named ability never stacks with itself.

Bronze Wyrmling

Q. Can the Bronze Wyrmling's second Breath Weapon ("living creatures immediately move as though routing") affect Fearless creatures?

A. Yes. The Fearless ability allows a creature to automatically succeed on morale saves, but this Breath Weapon doesn't force a morale save, so Fearless creatures are susceptible as long as they are also living creatures.

Q. The Bronze Wyrmling's second Breath Weapon causes living creatures to "move as though routing." What does this mean? Can this cause creatures to exit the battle grid? Are affected creatures susceptible to special abilities such as Executioner's Blade, which affect routing enemies?

A. A creature affected by this Breath Weapon is treated as routing for all intents and purposes, except that the creature stops routing at the end of its turn. A creature affected by this Breath Weapon can exit the battle grid, and it is susceptible to Executioner's Blade if it provokes any attacks of opportunity during its movement.

Q. Can a creature that is already routing be affected by the Bronze Wyrmling's second Breath Weapon?

A. Yes. The rulebook says a routing creature doesn't make morale saves, but this Breath Weapon doesn't force a morale save. Therefore, a creature that is already routing can be affected by it.

Cleric of Lathander

Q. Does the Cleric of Lathander's Commander Effect grant a bonus to the morale save when a follower first drops to half hit points?

A. No. The Cleric of Lathander's Commander Effect specifies that "Followers gain Morale Save +4 on rally attempts." Thus it applies only when an already routing creature attempts to rally.

Copper Samurai

Q. The Copper Samurai's Commander Effect reads, "Followers that roll a natural 20 on an attack can immediately make another attack of the same type at their highest printed attack bonus." How does that work?

A. If a follower rolls a natural 20 on a melee attack, it can make an additional melee attack using its highest printed Melee Attack number. If a follower rolls a natural 20 on a ranged attack, it can make an additional ranged attack using its highest printed Ranged Attack number. So long as the attack rolls keep coming up natural 20s, there's no limit to the number of extra attacks a follower could gain. If there are no eligible targets for the proper type of additional attack, the follower doesn't get the additional attack.

Always resolve the initial attack completely (including morale saves, routing, creature destruction, and so on) before the follower makes the additional attack granted by the Commander Effect.

Abilities such as Smite and Stunning Attack that sometimes apply to 1 attack might or might not apply to subsequent attacks granted by the Commander Effect, depending on the rules for that ability and whether the player chooses to use the ability with the attack.

Dire Rat

Q. If a Dire Rat is under command by virtue of being within line of sight of 3 other Dire Rats, can it be affected by an allied Commander Effect or add an allied commander's Commander rating to its morale saves?

A. No, typically not. In order to receive an allied Commander Effect or add a Commander rating to its morale saves, a creature must be under the command of the particular allied commander. The Dire Rat's Pack Hunter ability allows the Dire Rat to be under command, but it doesn't remove the Difficult 20 ability, which prevents most commanders from putting it under command.

Drow Cleric of Lolth

Q. The Drow Cleric of Lolth has a Commander Effect that grants followers bonus melee damage against a flanked creature. Does that bonus apply only to followers that are actually doing the flanking?

A. No. The damage bonus applies whenever a flanking situation exists. Even if an enemy is being flanked by a third player's creatures, the Drow Cleric's followers get the damage bonus against it.

Huge Gold Dragon

Q. The Huge Gold Dragon's second Breath Weapon reduces creatures' damage dealt by 5. Does that mean an affected creature could deal 0 damage?

A. Yes. Unlike similar effects that reduce damage, this can reduce the affected creature's damage to 0.

Kobold Sorcerer

Q. If 2 allied Kobold Sorcerers are within 6 squares of one another, can they both benefit from each other's Commander Effects?

A. Yes. The Kobold Sorcerer's Willing to Follow special ability allows it to benefit from Commander Effects, even those of other Kobold Sorcerers.

Lich Necromancer

Q. I get victory points for eliminating summoned creatures and Minions. Do I also get victory points for eliminating an Undead creature created by the Lich Necromancer's Commander Effect?

A. No. The Undead creatures created by the Lich Necromancer's Commander Effect are neither summoned creatures nor Minions, so they don't count for victory points.

Mordenkainen the Mage

Q. Do enemies that come within 6 squares of Mordenkainen lose their Conceal abilities for the rest of the skirmish?

A. No, enemies lose their Conceal abilities only while they are within range of his Commander Effect.

Q. If I use a Standardbearer and Mordenkainen in the same warband, can I move them both within 6 squares of an enemy to make the enemy creature take 10 points of damage when it activates?

A. No. Identical Commander Effects don't stack. Standardbearers still work well with Mordenkainen, but you're better off spreading them out and covering different areas of the battle grid with the Commander Effect.

Rakshasa

Q. Does the Rakshasa's Commander Effect allow it to "inherit" hostile Commander Effects of the enemy commanders it can see? For example, if the Rakshasa can see an enemy Mordenkainen the Mage, would the Rakshasa gain the *Mordenkainen's Faithful Hound* Commander Effect?

A. No. The Rakshasa inherits only Commander Effects that grant effects to followers.

Q. The Rakshasa's Commander Effect says that followers "benefit from" the inherited Commander Effects. Does this mean it delivers only the beneficial parts of inherited effects? For example, if a Rakshasa had line of sight to an enemy with the Avatar of Chaos Commander Effect ("Followers and enemies take 5 magic damage whenever they make an attack roll of natural 1. They deal triple damage instead of double damage on a critical hit."), could the Rakshasa's followers ignore the part about taking damage when they roll a natural 1? After all, taking damage doesn't sound like a "benefit."

A. "To benefit" is used throughout the rulebook to mean "receive the effects of," regardless of whether the effects are helpful or harmful. Therefore, a follower under the command of and within 6 squares of the Rakshasa receives all parts of inherited Commander Effects that affect followers. In the example, the Rakshasa's followers would deal triple damage on critical hits and also take damage whenever they roll natural 1 on attacks.

Xeph Soulknife

Q. Does the Xeph Soulknife count as wielding a sword for purposes of the Champion of Eilistraee's Commander Effect?

A. No. The roleplaying side of the Xeph Soulknife's stat card does not list a weapon that counts as a sword, so it does not get the bonuses from the Champion of Eilistraee's Commander Effect. See the Champion of Eilistraee errata for more details.

Xill

Q. Can a summoned Xill use its Planewalk ability? If so, must it wait 4 rounds before it phases back in?

A. The Xill's Planewalk ability is usable only if the Xill starts the skirmish as part of your warband. A summoned Xill cannot make use of its Planewalk.

Mass Battles Rules Questions

Deploying Forces

Q. Are units and commanders deployed on the same turn? Do players take turns deploying individual commanders, or are all of a player's commanders deployed on 1 turn?

A. A player's units and all of his or her commanders are deployed on the same turn. Once that player has finished deploying everything, the next player deploys everything, and so on until each player has taken 1 turn.

Orders

Q. Can spellcasters be given a special order to ignore a target when casting a ranged spell?

A. Yes. The relevant orders that apply to ranged attacks also apply to ranged spells.

Units

Q. Can I attach a Unique creature to a unit that already has an attached commander? Is there any limit to the number of Unique creatures that can attach to a unit at a time?

A. You can have only 1 creature attached to a unit at a time. An attached Unique creature takes up the same "slot" as an attached commander.

Q. Can creatures in formed units cast ranged spells?

A. Yes.

Q. The explanation of formed units says that creatures with player character classes or prestige classes can't be in formed units, but there are several examples of formed units composed of creatures with player character classes. What gives?

A. The examples are incorrect. Creatures with player character classes or prestige classes cannot be in formed units. (However, commanders or unique creatures with PC classes or prestige classes can still be attached to a formed unit.)

Q. Is there an easy way to tell whether a creature can be in a formed unit? Is there a way to make sure it isn't a member of a player character class or a prestige class?

A. Yes. Look at the roleplaying side of a creature's stat card. If the class and level section contains no class listing or only the following class abbreviations, then it can be in a formed unit: Adp, Ari, Com, Exp, War.