Greyhawk Reborn Rules Adjudication Guidance

Dungeons and Dragons is by its nature a game with limited rules and infinite variation. There will inevitably come a time at most game tables a point where the rules end and we rely upon the Dungeon Master to adjudicate a situation fairly. However, unlike a home game, organized play seeks to create a consistent game experience regardless of where you might play or who your Dungeon Master might be.

To that end, we are constantly providing guidance to our Dungeon Masters regarding how we have adjudicated these corner cases in the past. None of these guidelines are "binding" – if you find that at your table, to improve the play experience, you need to vary from these guidelines, that is absolutely fine. Rather, the purpose is to save you from having to argue with players or hash out a complicated fact pattern under very limited time constraints. We want you to be able to get on with the important business of adventuring – leave the rules debates to us.

As a general framework for interpretation Dungeon Masters should consider the three pillars of role playing game design:

- Game Mechanics – Mathematically speaking, does the proposed interpretation lead a result that is dramatically out of scale with other similar features at a similar level? Does it make the power in question, or another feat or class feature useless?
- Simulation – How does this interpretation map to the real world? Does the interpretation completely fly in the face with assumptions we make about the way science or economics works?
- Narrative – Is this interpretation consistent with the games' narrative? Does it work in the internal structure of the world of Greyhawk, given its cosmology and history?

So when we come up with a particular interpretation or extension of the rules as written, it will strive to strike a reasonable balance between these three things.

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1. *When you execute a high jump, do you take falling damage based on the height of your jump?*

   It depends on your characters remaining movement. If you have sufficient movement left to land, then you are not "falling" when you land. You do not begin to "fall" unless you have no movement remaining and you are still in the air. For example, a character executes a 20' high jump, but his speed is only 30': he leaps up 20' (no problem), but loses control halfway through the return, falling the last 10' and taking 1d6 bludgeoning damage when he hits the ground. This rule prevents the most abusive uses of magical jump enhancement, while still allowing a player to get some value out of jumping great heights.

2. *When you are subjected to a spell that changes your form (Polymorph, Wild Shape, Shape Change, etc.) and that effect wears off, what happens to parts of your body that have been separated from the creature? For example, if you are turned into a poison snake, and someone extracts your venom, or if you are turned into a giant spider and extrude "spider silk".*

Primarily for game balance purposes, anything that you could not produce in your true form dissolves when you are restored to your true form. This prevents players from stockpiling poison, silk rope, dragon scales etc.

3. *What happens if you create a Silent Image of seamless steel box around the only light source in a room?*

The room becomes dark for everyone. Once a creature learns that the box is an illusion, he/she can see through the "translucent" image – like looking at a light through sheer fabric. This is in line with similar level spell effects, and makes sense in terms of simulation – if light could pass through an illusion, all illusions would be translucent – looking "solid" means that they block light until you reveal them for what they are.

4. *If I cast Aid on a target, increasing his current and max hit points by 5, and then he gets injured, will a second casting of Aid also increase the target's current hit point total?*

No. Spells of the same name do not stack. The duration of Aid is 8 hours - until the initial casting wears off, subsequent castings will have no effect. The only exception is if the second casting is at a higher level, in which case the target will receive the difference – for example, a 5th level Aid heals 15 hit points and increases maximum hit points by 15. So the target's current hit points will go up by 10, and their maximum will also be 10 higher.

5. *Can I use Dispel Magic to end the effects of an Invisibility spell?*

Yes. There is no general requirement for spells that you need to be able to see the target you choose. Certain spells specifically say if they have a sight or hearing requirement (such as Healing Word), but Dispel Magic has no such requirement.

6. *If a paladin uses the Shield of the Innocent feature, and both the paladin and the ally are in the area of effect of a spell, does the paladin need to make two saving throws? Does she take the damage twice?*

No. The paladin need only make one save and only takes the damage once.

7. *What happens when a hovering creature is knocked prone?*

Unless its stat block specifically says it is immune to the prone condition, its body lays horizontal in the same space it previously occupied and it is subject to all the penalties normally associated with the prone condition until it rights itself by using half of its speed.

8. *What's the deal with illusions anyway?*

The most common spells that create this confusion are Minor Illusion, Silent Image, Major Image and Programmed Illusion. If these spells are used **to create a solid object**, creatures that witness another solid object or creature passing through it know it to be an illusion, at which point it becomes translucent to them. Otherwise, an Intelligence (Investigation) check performed as an action is required to establish that the object is an illusion. In many cases, they will automatically succeed on the Investigation check if their investigation is described as moving up to the illusion and touching it (for example feeling along the outside of the image of a Wall of Stone). If the illusion would normally not be solid (such as a Wall of Fire or a Wall of Water) then objects or creatures passing through it are not sufficient evidence of its "unreal" nature to allow creatures to see through it.

9. *Can I take an action while executing a high-jump? If I get multiple attacks on my turn how many can I make during my jump?*

   According to the Player's Handbook:

   - *"You can break up your movement on your turn, using some of your speed before and after your action."*
   - *"Your movement can include jumping, climbing, and swimming."*
   - *"Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming."*

   Generally, this means you can take as many attacks as you have available in the midst of whatever movement you are doing, whether that means climbing, jumping or swimming. If what you are suggesting seems highly improbable, for example, attempting to pick a lock at the top of the high-jump, your Dungeon Master should feel free to call for a Strength (Athletics) check or impose disadvantage on the task as appropriate.

10. *When a monster has an ability that lets it Grapple or Restrain a target it hits, does size matter?*

    A good lesson for life: size always matters. There is no explicit exception to the general rule that you may only grapple a creature one size larger than you in the Monster Manual. Sorry baby squid, you are not going to be slowing down a tarrasque any time soon.

11. *If I have Reliable Talent how does that affect my Passive scores?*

    In general, Dungeon Master's should avoid interpreting rules in such a way that they invalidate a character's features. To avoid this, we suggest that you calculate the Passive Score differently for ability checks involving Reliable Talent. For those skills, instead of using a base of 10 [(1+20)/2 rounded down] you would use a base of 13. Effectively, your Passive score would increase by 3. This would also apply to Ear for Deceit giving you a bonus of 2 to your Passive Insight score.

12. *If I am a druid in wild shape, how does my Proficiency Modifier affect the abilities of the creature whose shape I assume?*

Proficiency Modifier is derived from two sources: Character Level and Challenge Rating. Your character level is not affected by wild shape. However, "the Statistics of the beast", does include the beasts' Challenge Rating. So we need to look to the rest of the feature to decide when to apply the beasts' proficiency modifier instead of yours. The only time the rule says to do this is: "If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours." At all other times, you should be using your proficiency modifier. The wild shape rules effectively mean that you only use the beasts modifier if it has expertise and you don't. For all other cases, use your proficiency modifier for everything, including attacks.

13. *If there is more than one bard in the party, can we benefit from more than one Song of Rest?*

Yes. The Errata clarifies that "Different game features can affect a target at the same time. But when two or more game features have the same name, only the effects of one of them—the most potent one—apply **while the durations of the effects overlap.**" Song of Rest does not have a duration; it is an instantaneous effect. Therefore, the so called "stacking rule" does not apply and creatures can benefit from multiple uses of this feature.

14. *Donning and doffing armor takes half as much time if you have help. How does that work with a shield?*

There is no such thing as "half" an action, but it does make sense to allow someone to help you with this activity. To implement the intent of the rule, either character can spend its action to remove the shield. So you can tell your squire, "take my shield," and only his action will be used, along you to swing your greatsword at the villain unimpeded with your action.