Open Dungeons RPG

Official Errata & Guide Clarifications



OPEN DUNGEONS™

Official Errata & Guide Clarifications

November 2026

This document fixes text, states plainly what the guides already say, and answers questions the books left open.

There are no new subsystems. Nothing is taken away from the Dungeon Narrator.

Every entry carries one of four labels:

Errata	The published text was wrong. The corrected text replaces it.
Guides Clarification	The guides already say this. The entry says it plainly.
Official Ruling	The guides didn't answer this. This is the official answer.
DN Discretion	This is the DN's call by design. The entry confirms it.

Where the printed books and the website reference differ, this errata is the current guide.

Contents

Part I - Core Guides and Rolls 5
- Probability Rolls: a 50% Chance 5
- Natural 1 and Natural 20 5
- Rounding 5
- Turns and Rounds 6
- Primary Ability Falls Below 16 6

Part II - Combat and Damage 6
- DR Can Reduce Damage to Zero 6
- What a Critical Hit Doubles 6
- DR Penetration on a Critical Hit 7
- Combining Damage Multipliers 7
- Off-Hand Momentum Attacks 7
- Human Flurry and Dual-Wielding 8
- Unarmed Critical Hits 8
- Ranged Attacks Past 180 Feet 8
- Moving During Your Turn 8

Part III - Armor and Shields 9
- Sources of Armor Class 9
- Shield Bonuses and Magical AC Bonuses 9
- Shields and Tower Shields 9
- Cleric Armor 10
- Wizard Armor 10

Part IV - Spellcasting and Magic 10
- Magic Backlash vs. Magical Backlash 10
- When Magic Backlash Can Happen 11
- Several Natural 20s Against One Spell 11
- Natural 20 on a Repeat Save 11
- Level 10 Backlash Immunity 11
- Spellbreaker Negates Spells of Any Level 12
- Spellbreaker: Morning Study 12
- Daily Spell Recovery 12
- Missing Morning Preparation 12
- Sustained and Concentration Spells 13
- Trigger Spells and Your Turn 13
- Spell Interruptions 13
- Ongoing Save Rolls 14
- Stacking: Bonuses and Penalties 14
- Natural and Class Bonuses vs. Magic 14
- Suppressed vs. Dispelled Magic 15
- Items That Act as an Arcane Focus 15
- The Weary Condition 15
- "Mind Bonus" in Cleric Spells 15
- Hidden Stasis Targets 16
- Spells from Scrolls, Wands, Staves and Rods 16

Part V - Classes and Races 16
Thief Starting Equipment 16
Thief Weapons 16
Choosing Level-Up Bonuses 17
Thief Tier 1 and Tier 2 Bonuses 17
HP Thresholds: Current or Maximum? 17
Turn Undead Pool 18
Backstab with Ranged Weapons 18
Hide in Shadows 18
Chance Rolls vs. Thief Skills 19
Level 10 Thief Mastery 19
Dark Sense 19
Cave Sense and Wanderer 20

Part VI - Magic Items 20
Magic Item Charges 20
When the Last Charge Is Spent 20
Magic Items with Bonus: +0 20
Wearing, Holding or Carrying 21
Activating Magic Items 21

Part VII - Monsters and Encounters 21
Are Monster Statistics Absolute? 21
Monster Mind Save 21
Special Attacks vs. Regular Attacks 22
One Damage Listing, Several Attacks 22
Order of Damage: Save, Resistance, DR 22
Resistance Means Half 22
What Vulnerability Means 23
Undead and Constructs Are Creatures 23
What Counts as a New Encounter 23

Part VIII - Recovery, Healing and Conditions 23
Death at 0 HP 23
Long Rest 24
Negative Constitution During Safe Rest 24
Interrupted Healer's Kit 24
Poison and Its Penalties 24

Part IX - Editorial Corrections 25

Part I - Core Guides and Rolls

01 Probability Rolls: a 50% Chance

ERRATA

A 50% chance on 1d20 is a roll of **11 or higher**. A roll of 10 or higher succeeds 55% of the time.

Text change: *Core Guide and DN Guide, Probability Roll: "50% chance, roll a 10 or greater" now reads "50% chance, roll an 11 or greater".*

02 Natural 1 and Natural 20

OFFICIAL RULING

Attack rolls. A natural 20 always hits, ignores DR and deals double damage, unless an entry says otherwise (see entries 10 and 12). A natural 1 always misses, whatever the modifiers.

Save Rolls. A natural 20 always succeeds and a natural 1 always fails. Against a spell, a natural 1 also means 25% more damage or a worse condition, DN's choice.

Chance Rolls. A Chance Roll is only called for when success is possible, so a natural 20 always succeeds and a natural 1 always fails.

03 Rounding

OFFICIAL RULING

Round fractions down, unless a guide says otherwise. This applies to damage, healing, resistance, Backstab and every other percentage.

Example: Backstab adds 50% to a 5-damage hit. 7.5 rounds down to 7.

Guides that already say otherwise keep their own rounding, such as Level 10 Surge of Vitality (round up).

04 Turns and Rounds

GUIDES CLARIFICATION

A turn is one creature's 5 seconds. A round is everyone taking a turn, and the turns in a round all happen within the same 5 seconds of story time.

Turns are resolved one at a time, in the order the DN sets. The DN can narrate the action as happening together.

05 Primary Ability Falls Below 16

OFFICIAL RULING

The class minimum (Strength 16 for Fighters, Wisdom 16 for Clerics, Intelligence 16 for Wizards, Dexterity 16 for Thieves) applies when the character is created.

If poison, a curse or any other effect later lowers that score, the character keeps every class ability.

Part II - Combat and Damage

06 DR Can Reduce Damage to Zero

OFFICIAL RULING

Yes. If DR is equal to or higher than the damage, the hit deals 0 damage. There's no minimum of 1.

Example: a hit for 4 damage against DR 5 deals 0.

07 What a Critical Hit Doubles

OFFICIAL RULING

A critical hit doubles the **total** damage of the hit: weapon dice, Strength bonus and any flat bonuses, magical or not. It also hits automatically and ignores DR.

Example: a longsword rolls 6, +2 Strength, +1 for a magic sword = 9. On a natural 20 it deals 18, and the target's DR doesn't apply.

Text change: *Armor & Gear, Critical Hits: "two times more damage" now reads "double damage".*

08 DR Penetration on a Critical Hit

OFFICIAL RULING

A natural 20 ignores DR entirely, so DR Penetration has nothing to work against and adds no extra damage.

DR Penetration adds damage only on a normal hit that pushes the target's DR below 0.

09 Combining Damage Multipliers

OFFICIAL RULING

Multipliers don't multiply each other. When more than one applies, use only the largest.

Example: a critical hit (x2) with the Fighter's Weapon Break (x3) deals triple damage, not six times.

Backstab's +50% is a damage bonus, not a multiplier. Add it to the damage first, then apply the multiplier. A Backstab dagger hit for 4 becomes 6; on a natural 20 it becomes 12.

10 Off-Hand Momentum Attacks

OFFICIAL RULING

This is the complete guide for dual-wielding, replacing both earlier versions:

- If your primary melee attack misses, you may immediately make one off-hand attack roll.
- If it hits, it deals the weapon's base damage only. Don't add your Strength bonus.
- A natural 20 on the off-hand roll hits automatically and ignores DR, but its damage isn't doubled.
- You can make only one off-hand momentum attack per turn, however many primary or extra attacks you make. It's available again on your next turn.

Text change: *Website Core Guide, Dual-Wielding: "unavailable on the next turn" is removed.*

11 Human Flurry and Dual-Wielding

GUIDES CLARIFICATION

Yes, they combine. A Human using Flurry who misses with either attack may make the one off-hand momentum attack, for up to three attack rolls that turn.

The one-per-turn limit on off-hand attacks still applies.

12 Unarmed Critical Hits

OFFICIAL RULING

A natural 20 on an unarmed attack hits automatically and ignores DR. Its damage isn't doubled.

Instead, the attacker may also knock the target down, stagger it (it loses its next action) or push it 5 feet. The DN decides which fits the moment.

13 Ranged Attacks Past 180 Feet

OFFICIAL RULING

Each weapon's own effective and max ranges decide how far it can shoot.

Past 180 feet, the Extreme band (-3 to hit, no penalty at 6th level) continues out to the weapon's max range. Beyond max range, the weapon can't reach.

Eyeballing still comes first: the DN treats ranges by the scene, not by tape measure.

Text change: *Core Guide, Ranged Combat: there is no medium crossbow. The reload line now reads: "Bows, light crossbows and hand crossbows shoot every round. Heavy and greater crossbows shoot once every 3 rounds, or once every 2 rounds at 5th level."*

14 Moving During Your Turn

DN DISCRETION

Open Dungeons sets no base movement speed. On your turn you may move and take one significant action, and you may split your movement around that action: step in, attack, step back.

How far you can move is the DN's call, based on the scene. Effects that double or halve movement change whatever the DN would allow.

Part III - Armor and Shields

15 Sources of Armor Class

ERRATA

AC can be raised or lowered only by shields, Dexterity bonus, magic items, magic, and racial or class abilities that say so, such as the Elf's Fey Grace (+1 AC in light or no armor).

Text change: *Armor & Gear, How Armor Works: the list of AC sources now includes racial and class abilities.*

Text change: *Core Guide, Armor Class: the formula now reads "10 + Dexterity bonus + shield + any other AC bonuses".*

16 Shield Bonuses and Magical AC Bonuses

OFFICIAL RULING

The natural Armor Class bonus a shield provides stacks with its magical Armor Class bonus.

Example: a magical +3 shield provides +5 AC in total: natural shield bonus +2 AC, magical shield bonus +3 AC.

The same principle holds everywhere: nonmagical bonuses never count toward the two-effect magical stacking limit. See **Natural and Class Bonuses vs. Magic**.

17 Shields and Tower Shields

OFFICIAL RULING

Standard shields provide a natural +2 AC bonus.

Tower shields are large, wall-like shields carried with two hands. They provide substantial frontal protection, but their size and weight make a tower shield impractical for normal adventuring or fast-moving combat. Tower shields are used mainly by soldiers in military formations or during sieges.

When braced in place or used as an improvised barrier, a tower shield grants +4 AC instead of the standard +2 AC.

This confirms the existing ruling in the Open Dungeons FAQ, "What AC bonus does a shield offer?"

18 Cleric Armor

OFFICIAL RULING

Clerics may wear any armor with a **base DR of 3 or less**: padded, leather, studded leather, hide, chain shirt, scale mail, chainmail or breastplate.

Magical enhancement doesn't count toward the limit. Magic chainmail with a DR bonus is allowed.

Text change: *Character Builder and website: "no greater than chainmail", "maximum DR of chainmail" and "medium armor" all mean this guide.*

19 Wizard Armor

ERRATA

Wizards may wear padded armor or a robe, and no other armor.

Text change: *Website Class Overview: "except for padded armor" now reads "except for padded armor or a robe".*

Part IV - Spellcasting and Magic

20 Magic Backlash vs. Magical Backlash

GUIDES CLARIFICATION

Magic Backlash and Magical Backlash are related but distinct game terms.

Magic Backlash is the event in which magic backfires against the caster, with immediate consequences determined by the DN.

Magical Backlash is the resulting condition: a non-stacking -1 penalty to Constitution until the caster completes the required morning study or meditation.

Each later Magic Backlash event may bring new immediate consequences, determined by the DN, but the Constitution penalty doesn't increase.

Text change: *Spells & Magic, DN Guide and both spell books: "Magical Backlash applies", where it describes the event, now reads "Magic Backlash occurs".*

21 When Magic Backlash Can Happen

OFFICIAL RULING

When a target rolls a natural 20 on a Save Roll against a spell, the spell fails completely against that target.

Magic Backlash **may** occur. The DN decides, for that spell at that moment, whether the magic rebounds on the caster.

A spell, magic item, enchanted zone or guide that says it causes backlash **always** does on a natural 20.

Whenever Magic Backlash occurs, the caster also gains the Magical Backlash condition.

Text change: *Spells & Magic and DN Guide, Magical Backlash: "it only occurs when a spell, magic item, enchanted zone, or specific guide explicitly says it can cause backlash" now reads as above.*

22 Several Natural 20s Against One Spell

OFFICIAL RULING

One casting can cause only one Magic Backlash event, however many targets roll a natural 20. Each of those targets still escapes the spell.

23 Natural 20 on a Repeat Save

OFFICIAL RULING

Only the first Save Roll against a casting can cause Magic Backlash. A natural 20 on a later repeat save ends the effect for that target, without backlash.

24 Level 10 Backlash Immunity

OFFICIAL RULING

At Level 10, the character's own spells never cause Magic Backlash, so the character never gains the Magical Backlash condition from casting.

25 Spellbreaker Negates Spells of Any Level

GUIDES CLARIFICATION

Spellbreaker negates a spell of any level. No roll is needed.

Magic, no matter how powerful, is inherently fragile. A foreign magical force that disrupts a spell's structure can make it collapse, whatever its strength or level. Spellbreaker works on the principle that disruption, not power, decides magical failure.

Spellbreaker's own limits still apply: it can't affect permanent magic items, artifacts, curses or the innate magical traits of creatures.

26 Spellbreaker: Morning Study

ERRATA

Wizards study; Clerics meditate.

Text change: *Wizard Spells, Spellbreaker: "until you complete your wizard's morning meditation" now reads "until you complete your morning study".*

27 Daily Spell Recovery

GUIDES CLARIFICATION

A day runs from 6:00 AM to 5:59 AM. Morning study or meditation, finished by 10:00 AM, restores every spell cast before it, including spells cast earlier that same morning.

Example: a Wizard casts a spell at 7:00 AM and studies at 9:00 AM. That spell can be cast again.

If study or meditation isn't finished by 10:00 AM, spells already cast stay expended until the next morning's preparation.

28 Missing Morning Preparation

GUIDES CLARIFICATION

A caster who misses preparation can still cast spells, up to the normal daily number for each spell level. That count resets at 6:00 AM.

Any individual spell already cast stays expended until the caster completes study or meditation.

29 Sustained and Concentration Spells

OFFICIAL RULING

A Sustained spell lasts while the caster keeps it going, up to its listed maximum duration. "Duration: Concentration" in the printed spell books means the same thing as Sustained.

- While sustaining, the caster may move, speak, attack, and cast spells that aren't Sustained.
- A caster can sustain only one spell at a time. Starting a second Sustained spell ends the first.
- A Sustained spell ends early if the caster chooses, is knocked unconscious or killed, or is interrupted (see **Spell Interruptions**).

Spells that say what sustaining costs, such as moving a storm, follow their own text.

30 Trigger Spells and Your Turn

OFFICIAL RULING

A Trigger spell can be cast as an instant reaction, outside your turn. Doing so uses the significant action of your next turn. You can still move on that turn.

You can cast one Trigger spell between your turns.

Example: a Wizard casts a spell on her turn, then casts Spellbreaker as a Trigger before her next turn. She gives up the action on that next turn.

A spell with an "Instant" casting time still uses your full turn, as How to Read Spell Entries says.

31 Spell Interruptions

DN DISCRETION

The guide stands: an interrupted spell is lost for the day.

What counts as an interruption is the DN's call. Common examples: taking damage while casting, being grappled or shoved, losing the ability to speak or move your hands, or a sudden shock that breaks focus. A shout across the room or a minor distraction usually doesn't.

32 Ongoing Save Rolls

GUIDES CLARIFICATION

By default, a target may repeat its save at the end of each of its turns to end a lasting effect.

A spell's own text overrides the default. If the spell says how or when saves repeat, or that the effect lasts even on a successful save, follow the spell.

33 Stacking: Bonuses and Penalties

ERRATA

The two-effect limit is counted separately for each destination, and for bonuses and penalties **separately**:

- **Bonuses:** up to 2 magical bonuses of +1 or +2 stack. If any bonus is +3 or higher, only the strongest bonus applies.
- **Penalties:** up to 2 magical penalties of -1 or -2 stack. If any penalty is -3 or worse, only the strongest penalty applies.
- Then add the bonus total and the penalty total together.

When more than two bonuses are available, the creature chooses which ones apply. It never chooses its penalties: the DN applies the worst ones.

Examples: +3 and -2 = +1. +2 and -2 = 0. +4 and -4 = 0. -3 and -2 = -3 (the -3 blocks the -2).

Text change: *Spells & Magic, Destination Stacking: "the creature chooses which 2 apply" now reads "the creature chooses which 2 bonuses apply".*

34 Natural and Class Bonuses vs. Magic

OFFICIAL RULING

Only magical effects count toward the two-effect stacking limit. Nonmagical bonuses always add: ability bonuses, a shield's natural +2, racial abilities, and trained class abilities such as Weapon Supremacy.

Class abilities that channel magic or divine power, such as the Cleric's Blessing, Sanctify and Divine Ward, count as magical effects.

35 Suppressed vs. Dispelled Magic

OFFICIAL RULING

Suppression is temporary. When a stronger effect suppresses a weaker one, such as a +3 AC spell over a +2 AC ring, the weaker effect returns as soon as the stronger one ends.

Only expiring, dispelling, destruction or using an item up ends its magic for good.

Text change: *Spells & Magic and DN Guide, Nature of Magic: "lesser enchantments simply evaporate" describes weaker magic fading while the stronger magic is present.*

36 Items That Act as an Arcane Focus

OFFICIAL RULING

An item described as "can act as an arcane focus" substitutes for spellcasting objects such as a wand, holy symbol or crystal, and for ordinary spell components.

It works while held, such as a staff or rod, or while worn, for an item made to be worn, such as the Robe of the Apprentice.

It doesn't replace offerings or components that a spell says are consumed or that carry a gold cost. Divine Voyage still consumes its offerings of 1,000 gp x caster level.

The Wizard class ability named Arcane Focus, about protecting the spellbook, is unrelated.

37 The Weary Condition

ERRATA

Weary is -2 to all Save Rolls. A full night's rest of 6 or more hours removes it.

Text change: *Cleric Spells, Banquet of Valor, Divine Voyage, Edict of Renewal and Return to Life: "-2 to all rolls" now reads "-2 to all Save Rolls".*

38 "Mind Bonus" in Cleric Spells

ERRATA

Mind is a Save Roll, not an ability.

Text change: *Cleric Spells, Divine Voyage and Deific Intercession: "mind bonus" now reads "Wisdom bonus".*

39 Hidden Stasis Targets

ERRATA

Hidden Stasis can affect a willing or unwilling creature, or an object. An unwilling creature resists with a Con Tough Save Roll, as the spell describes.

Text change: *Wizard Spells, Hidden Stasis: Target now reads "One creature (willing or unwilling) or object".*

40 Spells from Scrolls, Wands, Staves and Rods

OFFICIAL RULING

A spell cast from an item uses the **higher** of the user's caster level or the spell's level, both for the target's Save Roll TN and for scaling.

A scroll can be read only by a caster who can already cast spells of that level. A Level 1 Wizard can't activate a Level 9 scroll.

Spells cast from items don't count against the user's daily spell limit, as How Deadly Is My Magic says. The class limits on who can use each item still apply.

Part V - Classes and Races

41 Thief Starting Equipment

ERRATA

The Thief starts with a dagger and 150 gold pieces.

Text change: *Character Builder, Class Overview: the Thief's "no equipment" now reads "no equipment except a dagger".*

42 Thief Weapons

GUIDES CLARIFICATION

Thieves may use any one-handed weapon, meaning any weapon without a *. That includes short bows, hand crossbows and slings. Weapons marked * are two-handed and off limits.

Text change: *Website Armor & Gear: Short Bow, Composite Short Bow, Light Crossbow and Staff Sling are one-handed, matching print. Their Two-Handed tags are removed.*

43 Choosing Level-Up Bonuses

GUIDES CLARIFICATION

"Unique" means each level-up bonus can be chosen only once. Choosing it again doesn't add uses or increase its bonus.

44 Thief Tier 1 and Tier 2 Bonuses

GUIDES CLARIFICATION

The tiers add together. At each level the Thief picks 1 Tier 1 bonus (levels 1-9) and 1 Tier 2 bonus (levels 1-6).

By Level 9 that's 9 Tier 1 and 6 Tier 2 bonuses, 15 in all: every bonus in both tiers.

45 HP Thresholds: Current or Maximum?

OFFICIAL RULING

An ability with an HP threshold uses the target's **current** HP at the moment the ability is used, unless the guide says maximum HP. This covers Turn Undead, Fearless, Sanctuary Keeper and Exile Ward.

Example: a Level 5 Cleric turns a vampire with 150 maximum HP that has been reduced to 40 HP. Use 40.

Monster save TN is the exception: it always uses maximum HP, as Monster Save Rolls says.

46 Turn Undead Pool

GUIDES CLARIFICATION

The turning pool is one shared pool for the whole day. Every use draws from it. It refills only after that morning's meditation.

Full progression (pool = 20 x level, destroys undead with HP of 10 x level or less):

Level	Uses per day	Pool	Destroys
1	1	20 HP	10 HP or less
2	1	40 HP	20 HP or less
3	1	60 HP	30 HP or less
4	2	80 HP	40 HP or less
5	2	100 HP	50 HP or less
6	3	120 HP	60 HP or less
7	3	140 HP	70 HP or less
8	3	160 HP	80 HP or less
9	3	180 HP	90 HP or less

47 Backstab with Ranged Weapons

OFFICIAL RULING

Backstab works with any weapon attack, melee or ranged, as long as the strike comes from surprise.

Whether a target can be surprised at that distance is the DN's call.

48 Hide in Shadows

ERRATA

Hide in Shadows was printed with the Move Silently description. Its own description:

Hide in Shadows. You can stay unseen in shadow or darkness while you keep still or move slowly. 1st level success starts at 25%, +5% per level.

49 Chance Rolls vs. Thief Skills

OFFICIAL RULING

The thief percentages stay as they are. What changes is which roll applies:

- **Climbing.** A tree or a wall with handholds is a Strength Chance Roll (TN 12, anyone). Sheer surfaces such as castle walls, cliffs and dungeon shafts use Climb Walls: the Thief's percentage, or 20% untrained with rope or hooks.
- **Sneaking.** A quick dash past a guard using cover or a distraction is a Dexterity Chance Roll (TN 15, anyone). Staying silent or hidden for longer uses Move Silently or Hide in Shadows: the Thief's percentage, or 15% untrained.

Text change: *Core Guide, Examples of Chance Rolls: "Climb a tree or wall" now reads "Climb a tree or a wall with handholds", and "Sneak past a guard" now reads "Dash past a guard using cover".*

50 Level 10 Thief Mastery

ERRATA

Backstab isn't a percentage roll, so it's removed from the 95% list.

Text change: *DN Guide, Level 10: Thief Mastery now reads "All thief skills (pick locks, remove traps, pick pockets, move silently, hide in shadows, climb walls) succeed on a roll of 19 or less on 1d20 (95% success rate)."*

51 Dark Sense

ERRATA

Dwarves, Gnomes and Half-Goblins all have the 40% detection sense.

Choosing Dark Sense as the race's unique ability adds the combat bonuses: +2 to attack rolls in dim light and +1 in darkness.

Text change: *Spells & Magic and DN Guide, Vision: "doesn't automatically grant combat advantages unless the DN guides otherwise" now reads "unless a racial ability or the DN says so".*

52 Cave Sense and Wanderer

OFFICIAL RULING

Roll a Probability Roll (50%: 11 or higher on 1d20). On a success, the character knows which direction leads out (to the surface for Cave Sense, out of unfamiliar wilderness for Wanderer), but not the route: whatever lies between is still unknown.

The bearing holds until the party's position changes drastically (a fall, collapse, teleport or long detour). On a failure, the character has no sense of direction.

Either ability can be used twice per day, with at least 6 hours between uses. Magical confusion may block it, at the DN's discretion.

Part VI - Magic Items

53 Magic Item Charges

GUIDES CLARIFICATION

A charge is spent when a magic item's charged effect is used, either by the character activating it or when a situation described in the item's properties makes it discharge.

54 When the Last Charge Is Spent

OFFICIAL RULING

Only the item's charged effects end. Any bonus or property that doesn't use charges stays, unless the item says it becomes mundane.

Example: when Aegis Buckler spends its last charge, the eye closes and its charged power is gone, but its shield bonus stays.

55 Magic Items with Bonus: +0

GUIDES CLARIFICATION

A magic item showing "Bonus: +0" gives no extra numerical bonus to the character's statistics, caps or modifiers.

The item provides only the effects and properties in its description.

56 Wearing, Holding or Carrying

OFFICIAL RULING

A magic item works only when worn or held the way it's meant to be used: a ring on a finger, a cloak worn, a shield on the arm, a weapon in hand. Carried in a pack or pouch, it does nothing.

No attunement is needed.

57 Activating Magic Items

OFFICIAL RULING

- **Passive** effects always work while the item is worn or held.
- **Deliberate** activation, such as a command word or using a power, takes your significant action for the turn, unless the item says otherwise. Drinking a potion takes one round.
- **Triggered** effects, such as Aegis Buckler stopping a hit, happen when the trigger occurs and don't use your action.

Part VII - Monsters and Encounters

58 Are Monster Statistics Absolute?

GUIDES CLARIFICATION

No. Published monster statistics are not absolute.

The DN may raise or lower any monster statistic, including Hit Points, Armor Class, weapon damage and other attributes or abilities.

This lets the DN fix a miscalculated encounter, fit the needs of an adventure, add variety and discourage metagaming.

It's your table, your world.

59 Monster Mind Save

ERRATA

A monster's Mind Save Roll uses Wisdom, the same as for characters.

Text change: *Monster Trove, Monster Stat Blocks: "mind (intelligence)" now reads "mind (wisdom)".*

60 Special Attacks vs. Regular Attacks

OFFICIAL RULING

A special attack, such as a breath weapon, takes the monster's whole action for its turn and replaces its regular attacks, unless the stat block says it's used in addition.

Cooldowns still apply. The DN can make exceptions for a particular creature.

61 One Damage Listing, Several Attacks

OFFICIAL RULING

The listed damage is for each attack.

Example: a monster with 3 attacks and 1d6 damage makes 3 separate attack rolls. Each one that hits deals 1d6.

62 Order of Damage: Save, Resistance, DR

OFFICIAL RULING

Apply damage in this order, rounding down at each step:

1. Save Roll: half or none, as the spell says.
2. Resistance (half damage) or vulnerability.
3. DR, for physical damage.

Example: 20 fire damage against a fire-resistant monster with DR 5, no save: 20, then 10 after resistance, then 5 after DR.

63 Resistance Means Half

GUIDES CLARIFICATION

Resistant means half damage from that source, every time.

Text change: *Monster Trove, Monster Stat Blocks: "usually means only half or partial damage" now reads "half damage".*

64 What Vulnerability Means

DN DISCRETION

Unless a creature's entry spells it out, vulnerability is a weakness the DN interprets: more damage, lowered defenses or something stranger.

Double damage is a reasonable default.

65 Undead and Constructs Are Creatures

GUIDES CLARIFICATION

For targeting, an animated undead or construct counts as a creature unless an effect says otherwise, such as "living creature" or "humanoid".

Magical healing may still not work on undead or constructs, as Magical Healing says.

66 What Counts as a New Encounter

DN DISCRETION

The DN decides when an encounter is over. Stepping back and rushing in again doesn't reset once-per-encounter abilities unless the DN rules the fight has ended.

Part VIII - Recovery, Healing and Conditions

67 Death at 0 HP

ERRATA

Standard guide: at 0 HP your character is dead.

Optional guide: the DN may let a character hang on to -5 HP, unconscious and dying, losing 1 HP per round. Death comes at -5 HP. A completed Healer's Kit treatment or any healing that brings the character to 1 HP or more stops the loss. A dying character brought to 1 HP or more is no longer dying.

Text change: *Website Core Guide, Hit Points: the two statements now read as the standard guide and the optional guide, matching print.*

68 Long Rest

ERRATA

"Long rest" means a full night's rest of 6 or more hours.

Text change: *Character Builder, Wizard Focused Mind: "once per long rest" now reads "once per full night's rest".*

69 Negative Constitution During Safe Rest

OFFICIAL RULING

Safe rest never restores less than unsafe rest. A negative Constitution bonus can't lower recovery below 25% of maximum HP.

Example: a Level 5 character with 25 maximum HP and a -2 Constitution bonus recovers 6 HP (25% of 25, rounded down).

70 Interrupted Healer's Kit

OFFICIAL RULING

The +1 HP happens on the first round and stays.

If the 10 minutes are interrupted, the use is spent and the treatment fails: the creature isn't stabilized, and the 8-hour rest bonus doesn't apply. If the +1 HP brought the creature to 1 HP or more, it's no longer dying. If not, it keeps losing HP.

71 Poison and Its Penalties

OFFICIAL RULING

Monster poison gives -2 to all ability scores, -2 to all Save Rolls and -2 to all attacks.

Don't recalculate ability bonuses for Save Rolls as well; the -2 to Save Rolls already covers it. The lower scores still affect everything else that uses the ability bonus, such as Chance Rolls and Strength damage.

Poison doesn't stack. A creature poisoned again stays poisoned, using the longer duration.

Part IX - Editorial Corrections

EDITORIAL

These fix wording only. No guide changes.

- **Save Roll naming.** "Quick save", "Tough save", "Mind save" and "saving throw" all mean a Save Roll: Dex Quick, Con Tough or Wis Mind Save Roll.

- **Website gear list.** Import errors are corrected to match the printed Armor & Gear list, for example Sunrod, Whetstone, Water skin, Tent and Thick leather gloves.

If a ruling here doesn't fit your table, you're the DN. It's your table, your world.