

Masters of the Wild

Frequently Asked Questions

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About the FAQ

If you have a question about *Masters of the Wild*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in blue text for your convenience. Blue text changes to black text in the next version. If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

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We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

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The sidebar on page 31 in *Masters of the Wild* talks about the Craft (herbalism) skill. Is this a new skill that is separate from Profession (herbalist)?

It's not exactly new, but it is not the Profession (herbalist) skill. You use the Craft (herbalism) skill to make your own herbal infusions.

The chart showing the benefits of the Faster Healing feat on page 23 of *Masters of the Wild* seems to indicate that you are penalized for taking this feat when healing ability score points with long term care and a successful Heal check (3 points per day versus 4 points per day). Is that right?

The last number in the 1st column (with Faster Healing) should be a 3. The last number in the 2nd column (Complete Bed Rest) should be a 5.

Does the Shadow feat from *Masters of the Wild* apply for all Hide and Spot checks, or does it apply only when following someone?

The feat applies to any Hide or Spot check.

If you use an infusion to hold a spell with a long casting time, will the infusion take an equally long time to take effect?

No. An infusion takes effect immediately when imbibed (which requires a standard action), regardless of the spell's casting time.

The infusion rules include a variant that allows you to save some money if you grow or collect your own herbs. Exactly how much money can you save?

If you use your own herbs in an infusion, you save the entire monetary cost of the infusion (25 gp per spell level times the caster level of the spell); see page 31 of *Masters of the Wild*. You still have to pay the infusion's XP cost.

Is it possible to share the malleability power with a familiar, special mount, or animal companion?

If the familiar, special mount, or animal companion has the share spells ability, you can share spells, spell-like abilities, or supernatural abilities with them, provided the effect you share has you as a target. Malleability has you as a target. Note that a familiar, special mount, or animal companion must stay within 5 feet of you at all times to share the effect. See Chapter 1 of *Tome and Blood* for a discussion of the share spells ability.

My 6th-level ranger wants to advance her 2 Hit Die wolf. Does she have access to the rules for improving animal companions in Chapter 4 of *Masters of the Wild*, or are those only for druids?

The material in Chapter 4 applies equally to rangers' animal companions.

In *Masters of the Wild*, the animal lord's animal bond ability says the ability functions as the druid's *animal friendship* spell, except that the companions must be from their selected group and the maximum Hit Dice of companions (whether or not she adventures) equals twice her animal lord level. The tamer of beasts animal mastery

ability says the tamer can have animal companions whose Hit Dice total no more than the sum of twice his tamer of beasts level plus twice his caster level for *animal friendship*. It says the Hit Dice are twice the level, but it does not say "whether or not she adventures." For the tamer of beasts, are the Hit Dice of companions restricted to half the normal total for an adventuring character, or is that restriction lifted as with animal lords?

The restriction is not lifted for tamers of beasts who are adventurers.

The requirements for the snakelord prestige class in *Masters of the Wild* include the Resist Poison feat, yet the snakelord gains this as her first totem. Is this an error? Or perhaps there is no error and the bonuses stack to a +8 bonus on Fortitude saves against poison once the snakelord reaches 2nd level and obtains her first totem?

The Resist Poison prerequisite for the snakelord is correct. The correct first totem power is Clever Wrestling (even if you don't have the Improved Unarmed Strike feat).

What's going on with the bloodhound's pacekeeping power (from *Masters of the Wild*)? Is this supposed to be for shadowing or tracking? For shadowing, it makes sense. For tracking, it doesn't. If I'm an elf, why can't I go faster than the halfling I'm tracking? Pacekeeping implies that my speed, which is normally 30, would be limited to 20 while tracking a halfling.

Pacekeeping allows you to increase your speed. If you're already faster than your mark, you don't have to use the power. Pacekeeping is for tracking, but if you have a mark in sight and want to tail the mark (see *Song and Silence* for rules on tailing someone), a bloodhound can use pacekeeping to keep up, too.

When an exotic weapon master uses her improvised weapon abilities, what size are weapons created by the character? It doesn't say anywhere.

It depends on the size of the object used to make the improvised weapon. In general, an improvised weapon is big enough for the character to use in one or two hands. Note that the character gets 1 1/2 times her Strength bonus on damage when wielding the improvised weapon in two hands. The damage values given in the class description are for weapons made by Medium-size characters; improvised weapons made by larger or smaller creatures deal damage as listed in the chart below. At 5th level, an exotic weapon master gains the greater improvised weapon ability, and the damage she deals with improvised weapons increases. The increased damage is also listed below.

Character Size	Improved Weapon Damage*	Greater Weapon Damage*
Fine	1	1d2
Diminutive	1d2	1d4
Tiny	1d3	1d6
Small	1d4	1d8
Medium-size	1d6	2d6
Large	1d8	2d8
Huge	2d6	4d6

Gargantuan	2d8	4d8
Colossal	4d6	8d6

* If the exotic weapon master makes a smaller weapon, use the damage rating for a smaller creature. Larger improvised weapons deal no extra damage.

The ability bonuses granted by the forsaker prestige class are listed as inherent bonuses. The *DUNGEON MASTER's Guide* says that an inherent bonus has a limit of +5 to any single ability score. However this is talking about magic items, so we were wondering whether the forsaker ability bonus stacks with other inherent bonuses and if it is limited to +5 for any one ability.

The forsaker's ability bonuses are indeed inherent bonuses just as the class description says, and they follow all the rules for inherent bonuses listed in the *DUNGEON MASTER's Guide*; that is, they do not stack with other inherent bonuses, and they are limited to +5 for any single ability score.

The description of the foe hunter prestige class's rancor ability seems to imply that it works only with melee weapons, not projectile weapons. Usually, damage bonuses for projectile weapons explicitly list a range limit of 30 feet. However, there is nothing in the description of the ability that specifically limits it to melee weapons, nor is there any range limit specified.

Rancor applies to any attack the foe hunter makes, provided the attack requires an attack roll and deals damage. There is no range limit.

The forsaker from *Masters of the Wild* has a damage reduction ability that is based on the destruction of magic items within a 24 hour period. Can you store up magic destruction? Say, for instance, that my character has damage reduction 7/+3 (so he must destroy 700 gp worth of magic each day to activate the damage reduction). If the character has in his possession a magic item worth 1,400 gp, is he now good for two days when destroying that item?

No, 24 hours is the limit, no matter how much magic you destroy.

All characters in the D&D game get to raise an ability score by +1 every four levels (at 4th, 8th, 12th, 16th, and 20th level according to the *Player's Handbook*). Does this stack with the forsaker's +1 ability score bonus at every level of its 10-level progression? Exactly how big is the forsaker's ability bonus? Does the forsaker get +1 to add once at each forsaker level? Or does the forsaker get +1 to add at first level, +2 to add at second level, on up to a whopping +10 at 10th level? If it's the former, do these bonuses stack with each other?

A forsaker character can improve one ability score for every 4 character levels, just as any other character can. This is not an ability score bonus—the ability just gets bigger (as such, this increase stacks with anything). The forsaker's ability bonus is a +1 inherent bonus that the character adds once at each forsaker level. That is +1 at first level, +1 again at 2nd level, and so on.

Inherent bonuses, like all other bonuses in the game, do not stack with each other. In the case of the forsaker, however, the ability bonus class feature allows the forsaker to add

either a +1 inherent bonus to an ability score that does not have an inherent bonus already or to make an existing inherent bonus one point bigger (note that if the character gained an inherent bonus to an ability score from a spell or magic item before becoming a forsaker, that bonus is lost upon becoming a forsaker). No ability score can have an inherent bonus larger than +5, even when the inherent bonus came from the forsaker class ability.

The barbarian gets damage reduction starting at 11th level and then every three levels after that. Does this stack with the damage reduction class feature of the forsaker?

Two or more kinds of damage reduction do not stack. However, a creature with multiple damage reduction qualities gets the benefit of the best one for any given attack against it. For example, an 11th-level barbarian/9th-level forsaker has damage reduction of 1/- and 9/+4. If struck by a weapon with a +3 magic bonus or less, the character gets 9 points of damage reduction. If struck by a weapon with a +4 magic bonus or more, the character still gets 1 point of damage reduction.

Both the forsaker and the foe hunter prestige classes have stackable spell resistance. Does this stack with spell resistance from a magic item? What about racial spell resistance? Suppose I have a drow ranger 7/foe hunter 4. Is his SR equal to 41 (22 racial + 19 foe hunter; assuming that the +1/level racial bonus also stacks with the +1/level foe hunter bonus)? What happens if I add magic armor that grants SR 11? Is my SR now 52?

A foe hunter or forsaker's SR stacks with SR from most other sources; however, don't count a character level twice when calculating the character's total SR, and don't stack two SRs with each other, only with the prestige class bonus. If you have two or more SRs that don't stack, use the best combination.

The sample character has the following:

Foe hunter SR 19 (base 15 + 4 for foe hunter levels);

Armor SR 11;

Drow SR 22 (base 11 + 11 class levels);

Add the armor to the foe hunter;

(SR 30).

Do **not** add the drow SR because it already takes level into account, and in any case, you wouldn't stack armor SR and drow SR because those two SRs don't stack. Note that in this case, the SR of 30 applies only against effects that come from a hated enemy. Magic from other sources has to overcome the character's drow SR of 22.

When you use the rage class ability, you become fatigued for as long as you raged. When you use the frenzied berserker's frenzy class ability (from *Masters of the Wild*), you become fatigued for the rest of the encounter, or until you enter a frenzy again, whichever comes first. In either case, both rage and frenzy make you fatigued. Page 84 of the *DUNGEON MASTER's Guide* says you become exhausted if you are already fatigued and you become fatigued again. The penalties for exhaustion are pretty steep: You move at 1/2 speed and have a -6 penalty to both Strength and Dexterity. After 1 hour of complete rest, you are moved up from exhausted to fatigued. After 8 hours of complete rest, you are no longer fatigued. So,

after a rage/frenzy combo, a frenzied berserker is darn near useless for 9 hours. Better save that for the last battle of the day. What, exactly, is the point of being able to rage multiple times per day if it wipes you out for so long?

A barbarian is fatigued only for the rest of the encounter after raging (a barbarian can rage again while fatigued, but the fatigue penalties stack with the rage bonuses). A frenzied berserker is fatigued for the rest of the encounter after a frenzy, or until entering a new frenzy. In either case, it does not take 8 hours to recover from the fatigue that a rage or frenzy causes. Both abilities have specific rules that override the general rule from the *DUNGEON MASTER's Guide*, which is written to cover environmental effects, running, and other cases of prolonged stress on the body—not rage and frenzy.

The geomancer prestige class has a power called spell versatility, which allows you to mix and match the qualities of arcane and divine magic to get the greatest possible advantage. If I have a character that has an Intelligence of 18, a Wisdom of 12, 5 levels in wizard, 3 levels in cleric, and 4 levels in geomancer (with 3 levels adding to cleric and 1 to wizard), could I substitute my Intelligence for my Wisdom when determining whether I can cast a certain divine spell? The Wisdom score of 12 would let me cast only 2nd-level divine spells, but substituting the Intelligence score of 18 would allow me to cast up to 8th-level divine spells. Is this possible? Since clerics don't use spellbooks, can I prepare any wizard spell without a spellbook? What if I have sorcerer levels and my Wisdom score is higher than my Charisma? Can I use Wisdom to determine what sorcerer spells I can cast?

Spell versatility applies when casting spells, not when preparing them or when accessing daily spell slots for classes that do not prepare spells. The example character could ignore arcane spell failure chances for armor thanks to her cleric levels, even when casting wizard spells. Likewise, the example character can use her Intelligence of 18 to set the saving throw DC for any spell she casts -- even a cleric spell.

When preparing cleric spells, the example character is limited to 0-level spells, 1st-level spells, and 2nd-level spells, thanks to her Wisdom of 12. The character can fill her higher-level cleric spell slots with lower-level spells, just as any spellcaster can.

A geomancer/wizard still needs her spellbooks to prepare wizard spells, no matter what other classes she has. A geomancer/cleric still needs daily prayer to prepare cleric spells.

A geomancer/sorcerer is still limited by Charisma when determining what spells can go into her sorcerer spell slots. A geomancer/wizard/sorcerer with an Intelligence score of 18 and a Charisma score of 11 can cast only cantrips and 1st-level spells as a sorcerer. As noted earlier, the character can fill her higher-level sorcerer spell slots with lower-level spells.

When an ooze-master character uses his malleability power, can the ooze-master bring his equipment with him?

Yes. Malleability is similar to the druid's wildshape power or the *polymorph self* spell when it comes to equipment. Anything the ooze-master holds, carries, or wears is subsumed

into the ooze form (and becomes nonfunctional).

What is an ooze-master's speed when using the malleability power? How long does it take to squeeze through an inch-wide crack? What actions can you take when using this power? Are your senses affected?

You move at your normal speed when using the malleability power. Cracks at least 1 inch wide do not block your movement. You slip through them as easily as a human walks down a corridor 10 feet wide.

The malleability power does not affect your senses.

When using the malleability power, you cannot speak and cannot wield tools, weapons, or manipulate small objects such as spell components, nor can you wear anything. The limitations rule out many actions, such as fighting with a weapon, casting a spell with a verbal or material component, and the like. The character can use most move actions and might very well find clever ways to take other actions. For example, the correct feats might allow you to cast some spells. Also, the character can attempt to bull rush or trip foes.

Does an ooze-master provoke an attack of opportunity while going into or out of the malleable state?

No. Malleability is a supernatural ability (see the malleability description on page 68 of *Masters of the Wild*). Using a supernatural ability does not provoke attacks of opportunity (see Table 8-1 in the *Player's Handbook*).

Does a shifter who is also a druid get any additional animal companions as she gains shifter levels?

The shifter has no spellcasting ability, thus its spells don't get any better with shifter levels. A druid who adds shifter levels doesn't get any more animal companions.

Does a shifter's character type ever change at any time before the character reaches 10th level in the shifter class? If so, do I gain the abilities that go with the types I assume? For example, if I have the power to assume undead forms, does my type change to undead if I change into a ghoul? If so, do I then become subject to undead turning or to damage from healing spells? If I can turn into plants and I turn into a shambling mound, do I become immune to critical hits? Can I assume the abilities of a racial subtype?

The shifter's greater wildshape ability does not change your type. The shifter gains the natural and extraordinary powers of the assumed form, but not powers that stem from the form's type. A shifter in an undead form is not an undead creature and cannot be turned or harmed by healing spells. A shifter in plant form is still subject to critical hits. The greater wildshape power also does not allow you to gain abilities associated with a subtype.

What abilities do you gain through the shifter's greater wildshape power? For example, do you gain the average ability scores of the assumed form, or do you just apply the racial modifiers of the new form to your own statistics?

Just as with the wildshape power or the *polymorph self* spell, you keep your mental ability scores (Intelligence, Wisdom, and Charisma), and you gain the average physical

scores (Strength, Dexterity, and Constitution) of the shape you assume. Racial adjustments become irrelevant (yours no longer apply, and the shape's average scores already include any racial adjustments for the shape).

As noted in the previous question, you gain the assumed form's extraordinary and natural abilities. Extraordinary abilities are noted as such in the *Monster Manual* entry for the form. Natural abilities are those that are not marked with another designator (typical natural abilities include a creature's various modes of movement, method of respiration, and assorted abilities that are too trivial to appear in the creature description). You do not gain any spell-like or supernatural abilities of the assumed form. Also, as noted in the previous answer, you do not gain any abilities (good or bad) from the assumed form's type.

Can you ever mimic a specific person with the shifter's greater wildshape ability, or do you always look like the same creature when you assume a specific form? For example, say you assume the form of an elf. Are you identifiable as yourself? Do you look like some random elf (and do you always look like that elf when in elf form)? Or can you control your appearance?

As with the *polymorph self* spell and the wildshape ability, minor aspects of your appearance are under your control, and you can even attempt to disguise yourself as a particular creature.

Both the wildshape and greater wildshape powers require you to be familiar with the form you assume. Just how familiar is "familiar" for the purposes of shifting? Would fighting a creature qualify? Would just seeing it once work, or does familiarity require active study?

Any encounter in which you fight or have a similar complex interaction with the creature would qualify, as would studying the creature for a day.

A 1st- or 2nd-level shifter has the ability to turn only into humanoid and monstrous humanoid forms. If I took the form of an orc, do I gain an orc's standard equipment, or am I naked?

As with the *polymorph self* spell, your equipment morphs to resemble a typical orc's equipment; this is true whenever you assume an equipment-using form (see the *polymorph self* spell description for a list of equipment-using forms). Note that equipment altered this way remains functional. It is not melded into your new form and rendered nonfunctional.

Shifters have the greater wildshape ability, which allows them to choose which bits of their equipment morph along with their forms and which meld into their assumed forms. So, you can assume the form of an orc in his birthday suit if you like. If you do, all your equipment is melded into the orc form and becomes nonfunctional. You also can opt to have some or all of your equipment resemble an orc's equipment (in which case it remains functional), or you can have some or all of your equipment not change with your orc form at all, which probably means you wind up looking like a very wealthy orc.

The description for the shifter's greater wildshape power says equipment separated from the character reverts to its normal form, but what about body parts? Is

there a point where poisons can be emulated (as per the shapechange spell)? If separated body parts don't change, how long do they stay changed?

When a character uses wildshape or greater wildshape, portions of his body that become separated from the character retain their current forms—they do not revert as equipment does. (Note that this is not the case with *polymorph* spells, but it is the case with shapechange.) This allows the wildshaped or shapechanged character to use extraordinary abilities such as poison if the assumed form has them.

A separated body part retains its assumed form at least as long as the character retains that form, but it radiates Transmutation magic. *Dispel magic* or an *antimagic field* can force the part back into its normal form. (Use the shifter or druid's class level to determine how strong the part's magical aura is or how difficult the effect is to dispel; use the normal rules for detecting or dispelling spell effects if a shapechange spell was involved.) If the separated body part has become part of another creature (for example, another creature has eaten the part or the part was injected into another creature) the part melds into the creature's form and the transmutation effect ends without any additional harm to the creature.

Separated body parts change along with the character if they remain within 5 feet of the character. If separated by more than 5 feet, they retain their forms indefinitely (though the effect can be ended as noted above). Note that a character using wild shape or greater wild shape returns to her original form if killed.

Does a character have to be able to cast a spell to meet the shifter's alternate form requirement?

You can meet the requirement with any spell from the list on page 69 of *Masters of the Wild*. You also meet the requirement if you have a spell-like ability or supernatural ability that mimics one of the spells on that list.

If you have levels in both druid and in the tamer of beasts prestige class, do the animal companions you get from being a druid gain the special abilities from the tamer of beasts prestige class? Also, how many animal companions can a druid 10/tamer of beasts 5 have? Can they be beasts? What if the tamer of beasts has a familiar or special mount?

The number of animal or beast companions a tamer of beasts character can have is a function of both the character's tamer of beasts level and the character's *animal friendship* caster level. So, the character's druid (or ranger) levels have a direct effect on how many companions the character can have; the maximum total Hit Dice of the character's animal companions is twice her tamer of beasts level plus twice her *animal friendship* caster level. Anything that increases the character's *animal friendship* caster level also increases the total number of Hit Dice worth of companions the character can have. This can include the spellcasting improvements the tamer of beasts receives at 3rd, 6th, and 9th level. If the class that received the improvement also allows casting *animal friendship*, then use the increased caster level to determine the number of animals or beasts the character can befriend.

The example character can befriend a maximum of 30 HD worth of animals and beasts.

Any animal or beast companion a tamer of beasts has receives companion benefits from the tamer of beasts class,

no matter how the tamer of beasts got the companion. Note that a tamer of beasts cannot have an animal or beast companion with more Hit Dice than the tamer of beasts has. The example character could not have a single companion with more than 15 Hit Dice. If a character already has a companion with 16 or more Hit Dice when entering the tamer of beasts class, the creature must be dismissed. Familiars and special mounts are not “companions” and do not count toward the character’s total Hit Dice limit for animal companions or the Hit Dice limit for any single companion. They do not receive any companion benefits from the tamer of beasts class.

The class skill list for the tamer of beasts includes Handle Animal and Animal Empathy, both of which are much more difficult to use on magical beasts than on animals. When a tamer of beasts’s animal companions get smarter and become magical beasts (also a tamer of beasts’s class feature), these two skills become harder for the character to use. Furthermore, the tamer’s empathic link power becomes impossible to use on the companions, since it works like the *speak with animals* spell and thus does not work on the companions anymore. On top of that, magical beasts befriended via the 9th-level magical beast power count as double their Hit Dice for the tamer’s quota for companions, so don’t all the smarter companions count double? Why do the more intelligent animal companions become magical beasts?

This happens for the same reason that an *awakened* animal becomes a magical beast. Animals have Intelligence scores of 1 or 2, ergo, no creature with an Intelligence score of 3 or higher can be an animal.

While it is true that a tamer of beasts’s smarter animal companions become more difficult to influence through Handle Animal and Animal Empathy, the tamer of beasts will no longer need these skills to interact with those companions. Thanks to the companions’ increased Intelligence scores, they understand and respond to the character as readily as most characters do. In fact, because they have Intelligence scores above 3, they actually understand at least one language, usually Common (see page 10 in the *Monster Manual*).

The tamer of beasts’s empathic link power works for any of the character’s companions—even when those companions are no longer animals. The power’s parameters are otherwise like a *speak with animals* spell cast by a character of the tamer of beasts’s class level.

Only magical beasts tamed through the 9th-level magical beast mastery power counts double Hit Dice against the tamer of beasts’s limit on companions; a creature that becomes a magical beast as the result of becoming a companion to a tamer of beasts does not count double.

How does the cumulative penalty to Strength from the *languor* spell work? I’m having a hard time understanding the wording in the spell description.

Each round the spell lasts, roll 1d6–1 for every 2 levels the caster has. For example, if the caster is 10th level, roll 5d6 and subtract 1 from each die. Total the result and apply that penalty to the subject’s Strength score. (The total for any single round cannot be less than 0 or more than 10 no matter how many dice you roll.) Every round the spell lasts, roll

again and add the penalty to any penalty the subject already has from the spell.

The spell summary on page 81 of *Masters of the Wild* says the *thunderswarm* spell deals 16d8 damage, but in the actual text for the spell it says the damage is 16d6 if you’re in the path of the spheres. It also says that you can create 4 large spheres that each deal 4d8 points of damage. That totals 16d8. Each small sphere deals 2d6 points of damage for a total of 16d6. What damage does *thunderswarm* deal?

Thunderswarm deals 16d6 points of damage: 4d6 for each large sphere, 2d6 for each small sphere, and 16d6 if you’re caught in the spheres’ path.

The description for the 7th-level druid spell *slime wave* (from *Masters of the Wild*) says the spell covers a creature with one patch of slime for every 5 feet of the creature’s face, dealing 1d6 points of temporary Constitution damage per patch each round. I assume then that a 5-foot by 5-foot creature would take 1d6 points of temporary Constitution damage per round. I also assume a 10-foot by 10-foot creature would take 2d6 points of temporary Constitution damage per round. So, how would the spell affect a 5-foot by 10-foot creature? Also, does a creature hit by the spell take the Constitution damage immediately in the first round?

Face for creatures is measured in 5-foot squares, and “5 feet of face” in the spell description also refers to 5-foot squares. A creature with a 5-foot by 5-foot face indeed takes 1d6 points of temporary Constitution damage per round. A creature with a 5-foot by 10-foot face covers two 5-foot squares and takes 2d6 points of Constitution damage per round. A creature with a 10-foot by 10-foot face covers four 5-foot squares and takes 4d6 points of temporary Constitution damage per round.

A creature hit by a *slime wave* spell takes temporary Constitution damage immediately upon being struck and also takes extra damage each round on the caster’s turn unless the slime is removed.