

# *Tome and Blood*

## Frequently Asked Questions

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### About the FAQ

If you have a question about *Tome and Blood*, 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](mailto:custserv@wizards.com) and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

**Email:** [tsrsage@aol.com](mailto:tsrsage@aol.com)

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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 text for the arcane trickster class in *Tome and Blood* says the character can use the ranged legerdemain only a certain number of times per day as determined by his level. It also says he can make only one ranged skill check each day, and only if he has at least one rank in the skill being used. Doesn't the second sentence contradict the first one?

It does indeed, and it's an error. The second sentence should read: He can make a ranged skill check only if he has at least one rank in the skill.

**Does the arcane trickster prestige class's (from *Tome and Blood*) ranged legerdemain power make you use the same skill each time you use this power, or can you choose to use it for a different skill check each time? If you have masterwork thieves' tools, can you use them for ranged Open Lock or Disable Device checks?**

You don't pick one skill to use with ranged legerdemain for your entire career. Each time you use ranged legerdemain, you choose a skill from the list (Disable Device, Open Lock, or Pick Pocket). Ranged legerdemain uses no tools, so you get no bonuses from masterwork tools.

**The description for the arcane trickster's (a prestige class from *Tome and Blood*) impromptu sneak attack ability says that one attack roll can be declared a sneak attack. Does this mean if one has, say, three attacks, the impromptu sneak attack is a full-round attack for a single sneak attack roll? Or do the other attack rolls get included (as normal attacks) in the same round as the impromptu sneak attack roll?**

You use the impromptu sneak attack ability as part of the attack action or full attack action. If you use the impromptu sneak attack with the full attack action, and you're entitled to more than one attack during that turn, you still get all of your attacks, but only one of those attacks (your choice) can be a sneak attack.

Other class features that can be used along with an attack once each turn also work this way. For example, a 12th-level monk can make three unarmed attacks with the full attack action. If the monk also uses her stunning attack ability, she still makes three unarmed attacks, but only one can be a stunning attack.

**How does a bladesinger prepare and cast spells? What ability score determines the DC for saving throws against a bladesinger's spells? What about bonus spells?**

A bladesinger prepares and casts spells just as a wizard does. Intelligence governs a bladesinger's bonus spells and the DC for those spells' saving throws. See the web enhancement covering the material in *Tome and Blood* <<http://www.wizards.com/dnd/article.asp?x=dnd/we/we20010713a>> for an update to the bladesinger. The material in the web enhancement supersedes the bladesinger entry in *Tome and Blood*.

**Can I use my masterwork thieves' tools with ranged legerdemain?**

No. You don't use any tools at all with ranged legerdemain.

**Is there an error in the table for the arcane trickster**

**class? The text says the bonus increases by +1d6 every two levels but it does not say what the initial value of the bonus is. The table shows +3d6 damage at 2nd level, going up one die every 2 levels to +7d6 at 10th level. Also, it says that this damage stacks with any other sneak attack bonuses. That would mean that an arcane trickster could have a pretty darn good sneak attack (+5d6 at 2nd level when you consider the +2d6 the arcane trickster must have to qualify for the class). Is that right?**

No. The text is correct and the table is wrong. The sneak attack entries on the table should read: 2nd level: +1d6; 4th level: +2d6; level: +3d6; 8th level: +4d6; 10th level: +5d6. This ability stacks with any other sneak attack the character might have, so that a 10th-level arcane trickster has a sneak attack of at least +7d6, considering the +2d6 the character had to have just to qualify for the class.

**When you sneak attack with one of the orb or lesser orb spells from *Tome and Blood*, do you get sneak attack damage from every orb in the volley? Also, what effect, if any, does the Fortitude half saving throw have on the sneak attack damage?**

The sneak attack damage applies only to the first orb in the volley, just as it does when you throw multiple shuriken as part of a single attack action. If the first orb hits, add the sneak attack damage to the orb damage, then roll the save, and halve the result if the save succeeds.

**Under the Spell Specialization feat in *Tome and Blood*, it says that ray and energy missile spells get a +2 damage modifier. In the case of multiple missile spells like lesser fire orb, is this modifier treated as +2 damage per missile?**

The +2 damage bonus applies to the first missile in the volley attack you make, not to each spell.

**If I take spellsword as a prestige class and choose wizard as the previous spellcaster class, what happens if I advance several levels as a spellsword (gaining several +1 bonuses to the previous spellcaster class) then take another level of wizard? What happens if I take a couple of different prestige classes and then go back to wizard? For example, suppose I have a 5th-level wizard/4th-level fighter/10th-level spellsword/1st-level mage of the arcane order?**

The sample character casts spells (and has free spells for his spellbook) as an 11th-level wizard. The order in which you take the classes has no effect on the character's spellcasting ability. Just add the wizard spellcasting boosts from prestige classes to whatever the character's current wizard level happens to be. Remember that if you have more than one arcane spellcasting class, you have to decide where the spellcasting bonuses will go as you add each prestige class level. Once you assign a bonus, you cannot change it.

**If I use the Energy Substitution feat to make a sonic fireball, will the spell deal damage to creatures that are deaf? Or must the recipient be able to hear the effect?**

You don't have to be able to hear to take sonic damage (which can literally vibrate you to pieces). A magical silence effect; however, negates all sonic attacks.

**I have a question about the Split Ray feat in *Tome and Blood*. It states that only ray spells that deal damage can**

**be split. Does *finger of death* apply, since it deals damage on a successful Fortitude save?**

You can't use this feat on *finger of death* because it is not a ray. Note that the descriptive text for this spell should read:

You can split the effect of a ray spell, which are spells that have an "Effect: Ray" entry. The split ray affects any two targets that are both within the spell's range and are also within 30 feet of each other. If the ray spell deals damage, each target takes half as much damage as normally indicated (round down). If the ray spell has a nondamaging effect, each target has a 50% chance to take the nondamaging effect. This could result in one, neither, or both targets taking the nondamaging effect. For example, you split a *disintegrate* spell. You roll to hit each target, and there is a 50% chance that any target you hit is subject to *disintegration*. A target subject to *disintegration* is allowed a normal saving throw. Failure results in *disintegration* and success results in 5d6 points of damage, divided by 2.

If desired, you could make both rays attack the same target. A split ray uses up a spell slot zero levels higher than the spell's actual level (the same level as the original spell).

**At 1st, 4th, and 6th level, the dragon disciple prestige class grants a Hit Die increase that makes your Hit Dice bigger. The ability description specifically says it is not retroactive, but what about future levels? If, for example, a 1st-level dragon disciple takes a level of sorcerer, is that Hit Die increased to a d6? If so, what happens if the dragon disciple chooses to take a level of fighter? Is that Hit Die changed in any way?**

You gain Hit Dice from the dragon disciple class according to the class chart. For other classes, you gain Hit Dice by class. For example, if you have 4 levels of dragon disciple, you'd gain 1d8 if you added a 5th level of dragon disciple. If you added a level of fighter, instead you'd gain 1d10. When your dragon disciple Hit Dice increase in size, your previous Hit Dice from the class do not increase retroactively. For example if you have 10 levels of dragon disciple, you'll have 3d6 (for levels 1–3), 2d8 (for levels 4–5), and 5d10 (for levels 6–10).

**Does a person struck with a *negative energy ray* spell (from *Tome and Blood*) receive a saving throw or not? The spell header says "Will half (see text)," but the text makes no mention of whether the victim gets a save. I'm inclined to think there is no save since the caster must hit with a ranged touch attack anyway.**

Yes, *negative energy ray* spell allows a Will save. The "see text" entry refers to undead being healed by the ray. (For undead, *negative energy ray* is a harmless spell.)