

**From:** Robert Vaessen dungeon\_master@robsworld.org  
**Subject:** Re: New Character  
**Date:** August 21, 2011 at 09:51  
**To:** Sean O'Brien sobrien4444@yahoo.com  
**Cc:** Robert Vaessen dungeon\_master@robsworld.org



Sean -

You're right, and I remembered that later on Sunday. I just didn't have time to email you before the session. I meant to discuss it with you before the session, but you didn't arrive until later. Sorry about that. You may use a 'spell component pouch' for components that don't have a listed price (not over 1gp). The usage of the spell component pouch (as sold on equipment lists) applies to spells where a cost isn't listed. If there's no listed price in the spell description, then it's assumed to be something available in a spell component pouch. If a price is listed then you must purchase it separately. This is the standard D&D ruling regarding material components.

1. Components with listed prices would be considered 'material items' for the purposes of your vow of poverty. If you happen to find that items on hand, you could use them. If you purchased them ahead of time in preparation for casting, that would be a violation of the vow of poverty. If someone else in our party was carrying them around for your use, that would be a violation of your vow of poverty.

Characters do have to purchase some components separately. If there is a listed price the items must be purchased separately. That has always been the case. The only change I made was to allow a spell component pouch to be used for components when there is no listed price (in the spell description). If you don't have a spell component pouch, you would still need to purchase components that don't have a listed price, and the house rules cover that contingency.

2. A 100% increase from 20 = 40. A 100% increase from 30 = 60. Base speed only. If you have other ways of moving faster, they're not used in the 100% increase calculation.

3. Natural Armor (From PHB page 310 (the glossary)).

**natural armor bonus:** A bonus to Armor Class resulting from a creature's naturally tough hide. Natural armor's bonuses stack with all other bonuses to Armor Class (even with armor bonuses) except other natural armor bonuses. Some magical effects (such as the barkskin spell) grant an enhancement bonus to the creature's existing natural armor bonus, which has the effect of increasing the natural armor's overall bonus to Armor Class. A natural armor bonus doesn't apply against touch attacks.

The bonus provided by Vow of Poverty (See Book of Exalted Deeds, page 30) is a 'Natural Armor' bonus. As such, it does NOT stack with the Diamond Dust Natural Armor bonus. Natural AC bonuses do not stack with each other. You must apply the greater bonus over the lesser. You only get the +4 bonus, not both.

4. Damage reduction (See Dungeon Master's Guide, pages 291-292): The numerical part of a damage reduction rating is the amount of hit points ignored from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction by a slash. For example, a werewolf's damage reduction is 10/silver, meaning the werewolf ignores the first 10 points of damage from every normal attack, unless the weapon is made with/coated with silver.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

I hope this helps. Please feel free to respond with any additional questions.

- Robert

On Aug 21, 2011, at 01:13, Sean O'Brien wrote:

The last time we reviewed the spell component bag of a magic user, u said that as long as there were no "costly" components which we determined to be over 1 gold, that it was okay for a person with the vow of poverty to have. That was at the same time u determined that we did not

person with the vow of poverty to have. That was at the same time I determined that we did not have to purchase separate components- that all spell component bags contained whatever materials needed by the mage unless there was a costly component such as a diamond worth 1000 gold, etc.

questions:

1. "your base speed is increased by 100%. Does that make 20' a 30' or a 40'?
2. The Coating of diamonds gives +4 armor bonus and damage reduction 10/adamantine. Does the +4 armor bonus stack with the +1 armor bonus given by the vow of poverty and does damage reduction include against spells?

--- On **Sat, 8/20/11**, **Robert Vaessen** <[dungeon\\_master@robsworld.org](mailto:dungeon_master@robsworld.org)> wrote:

From: Robert Vaessen <[dungeon\\_master@robsworld.org](mailto:dungeon_master@robsworld.org)>

Subject: Re: New Character

To: "Sean O'Brien" <[sobrien4444@yahoo.com](mailto:sobrien4444@yahoo.com)>

Date: Saturday, August 20, 2011, 6:22 AM

Sean -

I've created magic items for your character, and some places known in Whillip. Your character has lived in Whillip for a total of two years (please make note of this somewhere on your character sheet).

Attached is a spreadsheet for your places known in Whillip. You may share these locations with the rest of the party, or keep them to yourself.

The magic items are not 'Items' or material possessions. You can't trade them, sell them or give them away.

While reviewing your character, a couple of things occurred to me.

Chaos Gnome is fine.

You really should consider the 'Eschew Materials' feat (see PHB, page 93). Without it, you'll be unable to retain/keep material components for most spells requiring material components. In addition, casting spells with the more expensive components will be very difficult (unless someone else happens to have and gives you the component). I suggest you review the available spells to determine which ones use Material Components, then figure out whether you will be o.k. casting spells that have no material components. If you feel that you will need to cast spells with material components, I recommend that you take 'Eschew Materials'. Alternatively (according to the 'Book of Exalted Deeds' page 30), an ascetic spellcaster can sacrifice experience points in place of expensive components, with 1 XP equivalent to 5 gp value of components. This may be acceptable, as most adventures in this campaign reap more XP than necessary to advance.

Also, keeping the 'gems', 'stones' and 'odd trinkets' in your hair and gee may be a fashion statement, but it's also a convenient way to bypass the vow of poverty stricture. Be very careful how you use it. I will not allow you to carry vast amounts of wealth in these 'baubles'. Be poor. Do deeds, work, labor in exchange for goods and services.

Let me know if you have any questions or comments about the magic items.

- Robert

On Aug 17, 2011, at 23:28, Sean O'Brien wrote:

The chaos gnome is an old idea but never thought I'd use him til yesterday as I was creating. Imago is a wanderer. He's lived in Whillip a couple of years ago for several months til he got bored, then set off with the first available questing group. He of course got bored with that also, so is heading back to Whillip again to see a couple of his favorite girlfriends and to train in the city.

His background is pretty random... nothing worth mentioning in a storyline with the following exceptions below. Just moving from city to city helping where there is need until he gets bored again. he prays to Glittergold every once in a while, but if someone asks who he worships, the response varies on his mood... from none to any new name of a god he may have just heard. Of special note though... he is looking for a new name again. He may try to take the name of one of the party members that show special traits that he admires. Of course, that is just a whim and he may even choose the name Whillip if it suits his fancy.

He does collect the odd trinkets he finds that are colorful or shiny and threads them into his already colorful gee (bright red) or into his hair if he can make them into beads. None of them have any gold value as far as he knows, but a few merchants have traded him for goods that were needed by whatever town he was in at the time. That is how he aquired the Nymph's kiss. He traded one of his trinkets for an alchemy potion that a dryad asked for. The dryad couldn't leave the forested area or may have been afraid to go into the city (she didn't say). He didn't know what the potion was for or has forgotten, but the fey creature was so intriguing to him (and pretty in a strange way), he couldn't turn her down. When she asked what reward he would seek, he said that the smile on her face was reward enough. That's when she kissed him. It took him several years to realize what she had actually given him. That's also when he decided to learn more about magic. As far as "magic" items go, anything to increase his speed or improve his ac. Maybe an extra spell slot or extra learned spell. The theme for this guy is to be self sufficient. He does want to learn how to fly, but I think that is what lev 9 will give him.

--- On **Wed, 8/17/11**, Robert Vaessen <[dungeon\\_master@robsworld.org](mailto:dungeon_master@robsworld.org)> wrote:

From: Robert Vaessen <[dungeon\\_master@robsworld.org](mailto:dungeon_master@robsworld.org)>

Subject: Re: New Character

To: "Sean O'Brien" <[sobrien4444@yahoo.com](mailto:sobrien4444@yahoo.com)>

Date: Wednesday, August 17, 2011, 5:23 PM

Sean -

I don't have any problems with you using this character, but it's not ready. I still need to generate some 'magic non-items' for your impoverished character. Also I don't think you've provided a fully formed background for this character (please forward one/I need to know whether you have any history in Whillip). I don't recall the character being a Chaos Gnome. Is that new?

- Robert

On Aug 17, 2011, at 04:39, Sean O'Brien wrote:

Hey Rob,  
Based on my last mage I placed some numbers in. We still need to roll hp and abilities, and I need to update the skills. I may change a spell or two if I see a must have, but for now thought it best to send to you for the okay to use.

[<New Mage Character.pdf>](#)