

# THE COMPLETE MONGOOSE FAQ

This collection of frequency asked questions gathers together the errata, rules queries and clarifications for the core d20 fantasy game lines published by Mongoose Publishing. Questions and clarifications for *Encyclopaedia Arcane: Chaos Magic* will be covered in the forthcoming web enhancement.

## SLAYER'S GUIDES

### Slayer's guide to Troglodytes

**Q:** What is the length of time that a character is affected by the Troglodyte stench in the temple?

**A:** This will last for the duration of their time in the tunnels.

## ENCYCLOPAEDIA ARCANE

### Encyclopaedia Arcane: Necromancy

**Q:** Where are the supernatural feats?

**A:** Supernatural feats were renamed necromantic feats

### Encyclopaedia Arcane: Demonology

**Q:** Where is the strength of will feat?

**A:** This was renamed strength of personality

**Q:** Can a binder recharge a demonic staff?

**A:** No

### Encyclopaedia Arcane: Chronomancy

**Q:** What do the \*'s mean on the quirks table, and how are randomly gained quirks subtle at first.

**A:** \* means the quirk may only be taken once. One quirk is most definitely a subtle change to the character compared to four or more that a less lucky or more experienced chronomancer might well have.

**Q:** Where is the immortality feat?

**A:** The immortality feat was pulled at the last minute for reasons of space and balance.

**Q:** Is [Chronomancy] the same as (Chronomancy)?

**A:** Yes.

**Q:** Is the warp ravager a template?

**A:** No.

**Q:** What is the full text of the Scry Past feat?

**A:** See below.

### Scry Past (paradox)

**Prerequisites:** scrying or greater scrying

**Benefit:** When using a crystal ball, scry spell or similar, you may see into the past as well as the present. Follow all the normal rules for locating the creature you wish to observe but in addition, you must make a second check, using your ranks in the scry skill and your wisdom modifier as a bonus against a difficulty determined by how far into the past you want to observe.



## FAQ

DC	Time
DC 5	Up to ten minutes
DC 10	Up to one hour
DC 15	Up to one day
DC 20	Up to one week
DC 25	Up to one month
DC 30	Up to one year;
DC 35	Up to one decade

+5 for each additional decade.

If you have an object the character was touching at the time you wish to scry him you receive a +2 modifier to the roll. If you use the spell in the place where the character was at the time you are trying to scry him, you receive a +2 bonus to this roll. If you were yourself present at the time and place you wish to scry, you receive a +5 modifier. This second check receives a -5 penalty if you are trying to scry a plane with an unusual time quality or a -10 penalty if you are trying to scry a plane where time runs randomly relative to that in which you cast this spell.

The character using this feat receives a point of temporary paradox for every 10 minutes that he successfully scrys the target. Only a character with this feat can detect the scrying device projected into the past and only if the Games Master knew at the time that the character was being observed.

### Encyclopaedia Divine: Fey Magic

**Q:** Do half-elves raised by elves gain any bonus with elven affinity?

**A:** No, half-elves are not elves; they sleep and do not naturally enter a meditative state,

## THE COLLECTOR'S SERIES

### Quintessential Fighter

**Q:** What is the cut line from the leaping dodge ability of the swashbuckler?

**A:** The swashbuckler may add his class level to his Armour Class when not wearing armour or carrying any kind of shield. He may not use Leaping Dodge when caught flat-footed.

**Q:** What is the base attack bonus pre-requisite for the acolyte of the short blade?

**A:** +8

**Q:** What's the full text for the benefit of the Initiate of Orask style?

**A:** Benefit: Once per day, an Initiate of Orask may prepare himself before battle. This requires one undisturbed hour and 100 square feet with which to practice and swing his weapon. If disturbed, the preparation is ruined and may not be attempted again that day. For the next 6 hours, the Initiate receives a +1 morale bonus to all Will and Fortitude saves, as well as damage rolls. The Initiate must rest for a full 8 hours before he can use the Preparation of Battle ability again.

### Quintessential Rogue

**Q:** Why are the listed poisons costs cheaper than the cost to make them using the poison creation rules?

**A:** The poison creation rules cover new, most likely unique poisons created by the players. The listed poisons are much more common and thus less expensive to create.

**Q:** Where is the class feature dilettante for the tomb raider prestige class?

**A:** Dilettante was renamed Superior Knowledge.

### Quintessential Cleric

**Q:** What is the sub-type for the healing flame spell?

**A:** Conjunction (healing)

**Q:** What is the range of material disruption?

**A:** A burst of 25 ft + 5 ft / 2 levels of the caster.

### Quintessential Elf

**Q:** What are the full prerequisites for the third rank of the bladesong style (pg 98)?

**A:** Perform 8 ranks, Improved Critical, Weapon Specialisation (longsword or shortsword)

## Quintessential Dwarf

**Q:** What are the full stats for the braided whip?

**A:** See below

### Braided Whip

**Cost:** 60 gp

**Damage:** 1d6

**Critical:** 19-20/X2

**Range:** 15 ft.

**Weight:** 10 lb.

**Type:** Slashing

Braided steel whips are not foiled by armour as are normal whips, nor do they cause subdual damage - any damage caused by one of these bad boys is actual damage.

The whips operate in all other ways as a whip, however.

## Quintessential Monk

**Q:** Can I use Craft (costuming) instead of Craft (lion) to make a lion head costume?

**A:** Sure, though as lion head costumes involve wood in them, they require more than simple sewing, hence costuming rather than Craft (sewing)

**Q:** If I make a successful stunning attack in a push hands duel, and do not choose to end the duel for doing so, does my opponent receive his wisdom bonus to the next opposed check?

**A:** No

**Q:** Where's the circle boxing feat?

**A:** The circle boxing feat was replaced with improved dodge

**Q:** Where's the master grappler feat?

**A:** Master grappler was renamed natural grappler.

## Quintessential Witch

**Q:** What's the full text for the second, third and fourth abilities of the puppet mistress?

**A:** Everybody's Friend (Su): Puppet mistresses are personable, friendly and trustworthy; at least that is what they want you to believe. At 2nd level the mistress receives a +2 competence bonus to Bluff, Diplomacy, Innuendo and Sense Motive.

Two Voices (Ex): The puppet mistress's speech is seductive and persuasive, forcing others to do what she wants. Whenever interacting with a non-player character, the mistress may add her Intelligence bonus to her Charisma bonus for the purposes of modifying NPCs reactions.

Calculating Resolve (Ex): When building a horde of minions, the mistress knows how to expand the number and potency of her followers. Puppet mistresses may add their Intelligence bonus to their leadership scores.



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