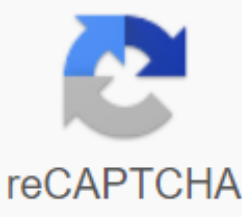




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## Pathfinder hold portal

Hold the abjuration gate school; / Level duration 1 minute/level (D) save throw nothing; Magic affects the gate as if it were securely closed and naturally locked. A strike spell or a successful magic spell can dispel the exile of the waiting gate spell. Add 5 to the normal DC to force the opening of a gate affected by this spell. 2007-03-12, 01:56 PM (ISO 8601) After the defeat of his parents, Priest Duggar threw down daern's immediate castle and made him inside despite throwing a grappling computer, Lasso and someone holding it. The wizard had prepared a scroll from the holding gate and announced that he was using it on the castle door as the priest ascended inside. Due to time constraints, we called it a stop game. I tried to read and currently I am going to judge that the door is not affected holding the gate but I know they will say otherwise. Ideas? Last amendment by Nad; 2007-03-12 at 1:57 p.m. No, it's not this, it's Dan back, Jez! 2007-03-12, 02:05 PM (ISO 8601) Excuse me, oh? You mean the priest dropped him before him and he hasn't come in yet, and the computer was going to hold his door so he couldn't get in? My initial thought after reading your post was this genius, don't punish it. But then I went on the SRD and checked the description. I direct you all to two sections of text: originally published by d20SRD Castle has a small door that only opens in the order of the owner of the castle - even spells knocking can't open the door. The door opens and closes immediately under his command. I think the answer is clear: computers, unfortunately enough, can't prevent him from going inside by magic means, unless they have someone else held ready. We've become like a little refreshing goddess! - Popcorn quotes, precious... Spoiler show originally published by Viscount Einstrauss Player: Heh, it was easy. Mark: You're taking 12 fatal damages. Player: Huh? From what? DM: Raw grudge. Originally published by NecroPaladin 'FEAR my CUBESHOES! RAAAAAR!' proud owner of one golden star, also awarded by Count Chomley. Member of the Metric System Fan Club. 2007-03-12, 02:10 (ISO 8601) I'm not sure I understand the setup. What is the order of events: A: Priest calls Castle B: The wizard comes out and reads the scroll from the holding gate C: the priest orders the door to open, enters the castle, and orders the door to close D: the wizard casts hold the gate of the scroll or was B, A, D - to prevent C? 2007-03-12, 2:19 pm (ISO 8601) Yes, but if the computer throws a spell blow will not work, why hold the gate? I see these spells the same way but the opposite - if one has no effect, the other should not. Occupations The idea is on the pc part, but I think it won't work. Spoiler Show Vampire Ninja Death Squirrel by Jacklu originally published by Jackman frankly, we are a bunch of nerds here and we like to argue. Tusk, Ghoul Ranger Grishak, Blue Psion Nomad Otheym, Warforged Ashworm Dragon 2007-03-12, 03:12 PM (ISO 8601) Why is the wizard ready to work on using a gate once held in the evil priest stepped inside? Why not just read the scroll, lock the door open (assuming it works on that door)? Or better yet, just throw grease on the clergyman. Ref save or fall prone, and he must make the balance (not the skill of the clergyman, with a penalty examination shield) the choice only to move at half speed. 2007-03-12, 9:43 pm (ISO 8601) I'm under the impression of what I wrote that your players think holding the gate will hold the door open. Is that right? If so, this is not how the spell works. 2007-03-12, 11:02 pm (ISO 8601) I think it means it'll hold closed so d00d can't get... My mother says, Those who burn must roll over. 2007-03-13, 05:27 (ISO 8601) Sorry for not explaining it, let me try to put it straight: The evil priest just stepped inside and while he uses his full tour to enter the castle by withdrawing, at the same time, the wizard is casting a gate hold on the door. At the end of his tour, the evil priest will use free action to lead the door to close. The wizard had prepared a scroll from the gate holding as soon as the priest took out the fort. He knew that the evil priest had this element, they had seen him before and I'm sure the wizard wrote this scroll just for this purpose. Since he was ready, he will take action to read it and this puts a gate hold in front of the priest is all the way inside. They tried everything to stop him from going inside (including Lasso) but it didn't work. I am currently considering three options: 1. Works and the door stays open 2. It doesn't work, the door closes and they have to deal with the priest again 3. It's working for one no it's not that, Jez! 2007-03-13, 5:40 AM (ISO 8601) The gate contract does not work this way. If it is closed, it may (although I tend to believe that the magic lurking in the castle would allow it to force the door closed), but it is not able to hold the door open. This is not what the talisman does I am a poor man, some say I am half crazy, the son of the sword and the lady of the knife I pledge to you my sword and my honour, my heart, my pride and my life - Bella Dofia, by Joe Bethankortspweiler show Alas, poor Drackner. By Mephibosheth Owl Attar by KingGolem You will miss, dear 'Straw' 2007-03-13, 07:01 (ISO 8601) Yes, that plan is not the beginning because that's not how the spelling works. If they plan to use the spell to keep the door closed and prevent it from going inside, then you've ruled it works - my version of the 0.1 funny rule or Ideas must always work see me -- I'm Robespierre! Have you ever thought about eating your lungs? I can show you how to equip them if you want safe for the elephant I live on the edge of 2007-03-13, 07:57 (ISO 8601) originally sent by a club sorry for not making it clear, let me try and put it straight: the evil priest just stepped inside and while he uses his entire tour to enter the castle by withdrawal, at the same time, the casting wizard is holding a gate on the door. At the end of his tour, the evil priest will use free action to lead the door to close. The wizard had prepared a scroll from the gate holding as soon as the priest took out the fort. He knew that the evil priest had this element, they had seen him before and I'm sure the wizard wrote this scroll just for this purpose. Since he was ready, he will take action to read it and this puts a gate hold in front of the priest is all the way inside. They tried everything to stop him from going inside (including Lasso) but it didn't work. I am currently considering three options: 1. Works and the door stays open 2. It doesn't work, the door closes and they have to deal with the priest again 3. It works for one round if the processor scribed scrolling with this specific mode in mind, I'd let the player trade in scrolling and get gold/XP back, or at least swap for a different wave. Personally you will know that this cannot work even if the player does not succeed. It certainly works not by RAW, but in this case you tend to judge that it is intelligent and innovative enough to use the talisman, and close enough to what you actually do, that you're letting it happen. If it was just you could say you played in a game where someone actually casts a contract. I think #3 is the best compromise. The party can exploit the advantage, but it must be quick! 2007-03-13, 08:16 AM (ISO 8601) originally published by Dausul if the processor scribed scrolling with this specific situation in mind, I'd let the player trade in scrolling and get gold/XP again, or at least swap for a different wave. Personally you will know that this cannot work even if the player does not succeed. How does a character know this? 2007-03-13, 08:23 AM (ISO 8601) Originally published by Piccamo How does the personal find out this? How can a very intelligent wizard dedicated to mastering the mysterious arts know the abilities and limits of one of his spells, you mean? 2007-03-13, 08:30 AM (ISO 8601) Originally published by kamikasei How a highly intelligent wizard dedicated to mastering mysterious arts knowledge of the abilities and limits of one of his spells, you mean? No. How can a very intelligent wizard dedicated to mastering the mysterious arts know the abilities and limitations of a magical element that he may not have studied? Maybe it should be. The choice instead of just assuming knowledge 2007-03-13, 08:38 AM (ISO 8601) ok, if the priest is already in the tower then hold the gate spell only keep of the players, will not hold the door closed or open (if anything, the spell will close the door). Now, if the creation of scrolling computers for the sole purpose of keeping the door held open (mentioned like this when they made it, although they don't have to specifically state the DIF door, just any door) I would judge (if you gm) that it was the purpose of using one custom magic that would work with the duration of the gate contract and the effect just keep the door open and just happened to use the spelling gate contract as a prerequisite. But! The bottom line is to let everything that best serves your story unless your computers outclevered you. The necessary NPCS can be corrected the plot, but giving releases to players should not be encouraged. Easy to do before breakfast, difficult i do all day long, impossible to achieve during the work week, and the miracles you performed when possible. People call me a reformer and I'm here to help you 2007-03-13, 8:40 AM (ISO 8601) originally published by Piccamo No. How can a very intelligent wizard dedicated to mastering the mysterious arts know the abilities and limitations of a magical element that he may not have studied? Perhaps knowledge (arcana) should be a choice rather than just assuming the knowledge that he is trying to use holding the gate to hold the door open, something that can't be done. The type of door is not really relevant 2007-03-13, 08:51 AM (ISO 8601) originally published by kamikasei he is trying to use the door hold to hold the door open, something that can not be done. The type of door is not really relevant 2007-03-13, 10:20 (ISO 8601) You're probably letting it go. Don't say the door can't hold open, and if the scroll is set up specifically for this mode and the wizard that makes it know it, and knows that the DIF won't normally work like that, I'd call them to check the laxity to make the scroll changed in just a way so that instead of holding it shut, it would hold it open. Of course, there is nothing to say that they can't make it hold the DIF door closed. If you feel particularly retaliatory, you could give them a check level against the 11+ DIF castor level (total DC would be 24) to make it work, but there is absolutely nothing saying that it should not work on holding the door close. Not that BBEG will be too worried about your minutes/level spell, anyway. 2007-03-13, 11:14 AM (ISO 8601) Wait a second... Originally published by Nad the wizard was ready for a roll of the gate holding and announced that he was using it on the castle door as the priest climbed inside. Originally published as Nad the wizard had recovered the scroll from the gate held as soon as the priest Outside the castle. He knew that the evil priest had this element, they had seen him before and I'm sure the wizard wrote this scroll just for this purpose. Since he was ready, he will take action to read it and this puts a gate hold in front of the priest is all the way inside. Are you sure the Wiz is trying to keep the door open? Because he seems to be trying to force the door to close the top of the priest... 2007-03-13, 12:06 PM (ISO 8601) Originally Published by AMX Wait Again... Are you sure the Wiz is trying to keep the door open? Because he seems to be trying to force the door to close the top of the priest... Yes, that's what it looks like if this is the case (as a custom provision) you allow duergar to save the ref (dc based on a spell-gate contract) to escape 1d3 beating damage (due to work ready). If duergar save fails, the processor gets to choose which side of the door ends up and if duergar passes duergar gets chosen. Easy to do before breakfast, difficult i do all day long, impossible to achieve during the work week, and the miracles you performed when possible. People call me a reformer and I'm here to help you 2007-03-13, 12:13 pm (ISO 8601) I won't let it once you've been allowed to take precedence and the talisman must always work this way from this day forward. Nice plan though! 78% of (Mark) started their first campaign in a bar if you're one of 22% that didn't, copy and paste this in your signature. If the theme is 4e then play 3.5 if the subject is 3.5 theme then play 4e Demons call by signing 2007-03-13, 12:17 PM (ISO 8601) THE GM can rule that under these particular circumstances (pre-planning a particular situation, such as setting up a mascot procedure for a specific effect) the spell can be used in this way. Compared to some custom decisions I've heard of this one is not a

game break. It's not even a bending game. Where do you see the drawbacks in allowing such a ruling? Easy to do before breakfast, difficult i do all day long, impossible to achieve during the work week, and the miracles you performed when possible. People call me a reformer and I'm here to help you 2007-03-13, 01:24 (ISO 8601) Thanks for everyone's feedback. This was the normal scrolling of the gate. Specifically ready to hold the door, according to the spelling description, in no way related to DIF. However, it is still ready to pass the holding gate, something I like to see the wizard do non-missle magic, incendiary rays, /repetition I would really like to reward him with being a hero so he still to make useful scripts but I have one question: When the DIF pops up, is the door open or closed? If it is closed, I will let it take it off because it is not specifically stated that the waiting gate will not work. if they win the battle and get a DIF this might be a way for me Stop them from running into it later! If it is open, the priest will slip in and will have to figure out what to do next. \* Note \* This is not part of the plot, this has been designed as a side seeking them to possibly get a DIF. So no mandatory priest kills and I'm not about to let them just let them. As usual, thanks everyone for reading/commenting! Last amendment by Nad; 2007-03-13 at 01:25. No, it's not. 2007-03-13, 01:38 PM (ISO 8601) Originally published by Club Thanks to Everyone's Feedback. This was the normal scrolling of the gate. Specifically ready to hold the door, according to the spelling description, in no way related to DIF. However, it is still ready to pass the holding gate, something I like to see the wizard do non-missle magic, incendiary rays, /repetition I would really like to reward him with being a hero so he still to make useful scripts but I have one question: When the DIF pops up, is the door open or closed? If it is closed, I will let it take it off because it is not specifically stated that the waiting gate will not work. If they win the battle and get a DIF this might be a way for me to stop them from running later! If it is open, the priest will slip in and will have to figure out what to do next. From SRD WoTC: Instant Castle: This metal cube is small, but when it is activated by speaking the word command it grows to form a tower 20 square feet high and 30 feet high, with arrow cracks on all sides and crenellated battle above it. The metal walls stretch 10 feet in the ground, rooting them to the place and preventing them from being overturned. The castle has a small door that opens only under the command of the castle owner, so knock spells cannot open the door. Adamantine walls of the instant castle have 100 striking points and 20 hardness. The castle can only be repaired by desire or miracle, which brings back 50 points of damage taken. Castle Springs in just 1 round, with the door facing the owner of the machine. The door opens and closes immediately under his command. People and nearby creatures (except the owner) must be careful not to be caught by the sudden growth of the castle. Anyone even caught takes 10d10 points of damage (reflection DC 19 half). The castle is deactivated by speaking the word command (different from the one used to activate it). It can only be deactivated if it is empty. Strong recall; CL 13th; The odd item craft, the magnificent Mag Palace; price £55,000 Grand Prix. As I read this, the door the owner faces can either open or close in the owner's choice because it 'opens and closes immediately in order'. I suppose it depends on how you want to be as unclear. As a successor to future adventures I would say that the condition of the door when it was deactivated is how it is when it is reactivated. If you Players to get a DIF, let it be closed and require another command of duergar to open it (speaking word command is standard work, I think). If you want to take it in the other direction, make it already open and let the caster get his chance to close the door on duergar. The last modification made by the installer; People call me a reformer and I'm here to help you 2007-03-13, 01:46 PM (ISO 8601) And I would personally base that spelling does not work, because (according to the entry of DIF) hit spells does not work. Supposedif Knock doesn't work, can't hold the gate. But if you're going to try to encourage creative tactics, let it snap the door shut down duergar's face if they fail to save DC reflex versus spelling. Make sure that if duergar gets in, your players know that it was a spell that slammed off and saved the reaction that Duergar got in. 2007-03-13, 01:55 PM (ISO 8601) originally published by lankybugger I would personally base that spelling does not work, because (according to dif entry) spells do not work. Supposedif Knock doesn't work, can't hold the gate. But if you're going to try to encourage creative tactics, let it snap the door shut down duergar's face if they fail to save DC reflex versus spelling. Make sure that if duergar gets in, your players know that it was a spell that slammed off and saved the reaction that Duergar got in. Please help me understand your logic on the comparison. How is the strike spell (conversion, level 2, duration instantly) similar to the waiting gate (Abjuration, level 1, 1 min/level duration)? I can understand why the conversion spell won't work on a mutant-sized object (already very magical, too big size, etc.), but why not the abjuration spell? AFAIK any other spells are limited against DIF so why add to the list? Will the owner be allowed to make a statement at the entrance if they wish to do so, and if not, why not? Easy to do before breakfast, difficult i do all day long, impossible to achieve during the work week, and the miracles you performed when possible. People call me a reformer and I'm here to help you 2007-03-13, 2:01 pm (ISO 8601) simple, installer.... The invalidation invalidates the entrance contract. I would assume that if the spell that opens the door does not work, the lowest level of the spell that holds the door closed (and addressed by the spell specifically mentioned as it does not work) will not work either. Similarly, the door opens and closes on the owner's order and the owner's order only. Any effect that denies it, especially the first level spell, will fail. It's not specifically mentioned, but... General Motors Fiat. This is just my logic, though. You don't have to agree to the last amendment that Lanki Boger; 2007-03-13 at 02:02 PM. 2007-03-13, 2:21 pm (ISO 8601) No, I don't, I also will do the fitness of explaining why as well. When the element is immune to a spell (or a talisman-like ability) or a certain set of spells (or spell abilities), it is always mentioned somewhere. In this specific example, DIF identifies knock spells as a set of spells. The purpose of the hit shift set is to open something that will not usually be open in a way that does not involve brute force. In addition, the theme of the integrated integrated system is to protect its access. Do not try to hold the entrance to open something or try to reach something inside the DIF. If anything, the magic works in parallel with the purpose of the item by trying to seal and protect what's inside. If the owner throws a waiting gate spell on the front door, I can see no reason not to allow it. An argument of denial based on the ways being counterspell edited by the gate contract would open the door to rejecting other spells based on their counterspells. In an area where dark spells can not be cast, do not let light spells because they counterspell, for example. Or the element that prevents the removal of curse spells prevented from being targeted by the spells of Bestow Curse simply because that's how it is countered. Counterspell's argument simply doesn't carry much water for me, I'm afraid. You will, of course, run your games as you see fit. If you are one of your players, however, this will be contrary to the rules for the reasons mentioned. Easy to do before breakfast, difficult i do all day long, impossible to achieve during the work week, and the miracles you performed when possible. People call me a reformer and I'm here to help you 2007-03-13, 02:28 (ISO 8601) and that's the problem. Spinning idea of thin air: the slam door has been closed, thanks to the extra push made by the scroll, on one of the priest's limbs as they sweep him inside. Impose a slight penalty on the priest in the following encounter: flat foot if they can break into the palace, speed punishable if the foot is mashed, and spell one hand if the hand is mashed (with a usable weapon hanging on his belt to make the point). 2007-03-13, 2:36 pm (ISO 8601) for sure. Holding a gate can hold a closed DIF door. Until the owner wanted to open it. The door opens and closes immediately in order of the owners. In a strict reading of RAW no matter what is plugging the door (even iron golem trying to hold open or closed) it won't matter if the owner wants the door to do the opposite. Contrary.

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