
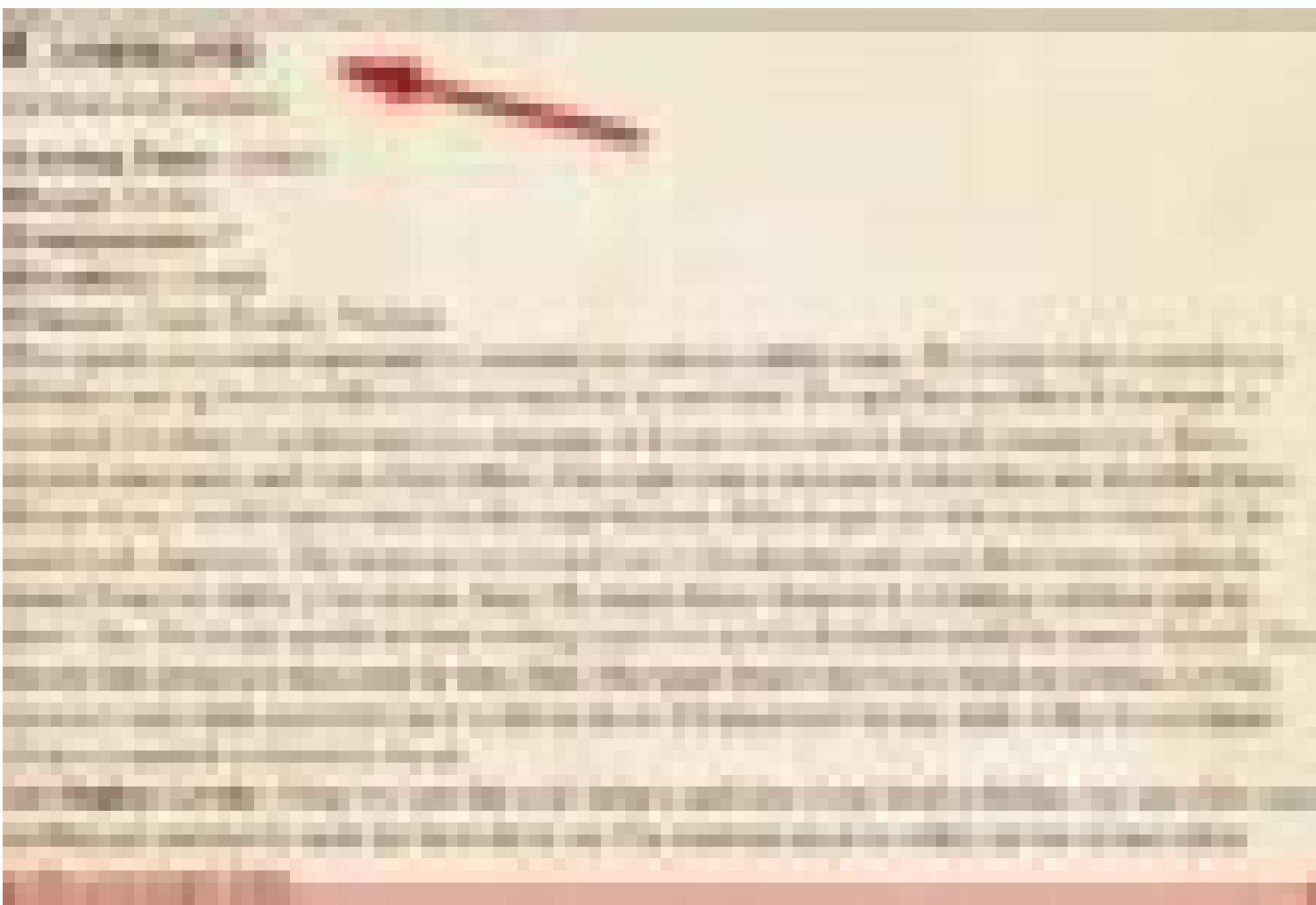


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Proficiency	
Level	Bonus
1st	+2
2nd	+2
3rd	+2
4th	+2
5th	+3
6th	+3
7th	+3
8th	+3
9th	+4
10th	+4
11th	+4
12th	+4
13th	+5
14th	+5
15th	+5
16th	+5
17th	+6
18th	+6
19th	+6
20th	+6

**ARMOR PIERCER**  
 You have a knack for finding the weak points in armor. Starting at 1st level, you can ignore the armor's armor class bonus when you attack with a piercing weapon. At 5th level, you can ignore the armor's armor class bonus when you attack with a slashing weapon. At 10th level, you can ignore the armor's armor class bonus when you attack with a bludgeoning weapon. At 15th level, you can ignore the armor's armor class bonus when you attack with a magical weapon.

**HOSTILE BARRIER**  
 You might not be the swiftest fighter, but ignoring your lack of speed, you can turn your shield into a wall of defense. Starting at 1st level, you can use your shield to block attacks from enemies within 5 feet of you. At 5th level, you can use your shield to block attacks from enemies within 10 feet of you. At 10th level, you can use your shield to block attacks from enemies within 15 feet of you. At 15th level, you can use your shield to block attacks from enemies within 20 feet of you.

**MASTER OF THE SHIELD**  
 At 5th level, you have become a master of your shield. You can use your shield to block attacks from enemies within 5 feet of you. At 10th level, you can use your shield to block attacks from enemies within 10 feet of you. At 15th level, you can use your shield to block attacks from enemies within 15 feet of you. At 20th level, you can use your shield to block attacks from enemies within 20 feet of you.

**PATH OF THE KNIGHT**  
 One who wishes to uphold the name of knighthood will do so with the sword and shield. Starting at 1st level, you can use your shield to block attacks from enemies within 5 feet of you. At 5th level, you can use your shield to block attacks from enemies within 10 feet of you. At 10th level, you can use your shield to block attacks from enemies within 15 feet of you. At 15th level, you can use your shield to block attacks from enemies within 20 feet of you.

**HEROIC INSPIRATION**  
 At 5th level, you gain the ability to inspire your allies. Using your shield as a focus, you can inspire your allies within 30 feet of you. At 10th level, you can inspire your allies within 60 feet of you. At 15th level, you can inspire your allies within 90 feet of you. At 20th level, you can inspire your allies within 120 feet of you.

**COURAGEOUS**  
 At 5th level, you gain the ability to inspire your allies. Using your shield as a focus, you can inspire your allies within 30 feet of you. At 10th level, you can inspire your allies within 60 feet of you. At 15th level, you can inspire your allies within 90 feet of you. At 20th level, you can inspire your allies within 120 feet of you.



**Shield Master**  
 You have a knack for finding the weak points in armor. Starting at 1st level, you can ignore the armor's armor class bonus when you attack with a piercing weapon. At 5th level, you can ignore the armor's armor class bonus when you attack with a slashing weapon. At 10th level, you can ignore the armor's armor class bonus when you attack with a bludgeoning weapon. At 15th level, you can ignore the armor's armor class bonus when you attack with a magical weapon.





Last edited by Keravath: 2020-07-13 at 07:39 AM. 2020-07-12, 02:14 PM (ISO 8601) Originally Posted by Satori01 Hello All! So awhile back Jeremy Crawford, shared a ruling that the Shield Master feat, requires a PC to have rolled an attack roll before the bonus action shove with a shield can be performed. It just so happens that most physical attacks are done with weapons, so it's close enough really. Sure, agreed--if you're a Fighter 11, you only get 3 attempts at Shove, and if you somehow fail on all three attempts then your bonus action HAS to go to a standard attack instead of a Shove. Which is why SA tweets aren't considered 'official' anymore). Despite the blight within, you perform the rite, ignore any contrite slight, fangs alight, soul bright. "... Avatar by linklele. 2020-07-13, 12:38 AM (ISO 8601) Originally Posted by prototype00 I play AL where DMs are pretty on board with most up to date Sage Advice answers. (And no overlap with Evasion, so win win) Home brew is of course always DMs choice. It's not high magic, it's wide magic. It is an example of a broken rule that yearns to be fixed by DMs- a martyr that blasphemes against Oberoni. I would also allow you to use bonus action spells, movement, reaction spells, etc. Unearthed Arcana (UA) isn't an allowed resource; it isn't available for use without specific campaign documentation. Note BTW that Polearm Masters effectively can do the same thing: shove prone then make a bunch of attacks (two at 5th level, three at Fighter 11, etc.). Otherwise the DM is always free to change anything they like. Ruling that someone being kicked to death, (an Unarmed Strike), is somehow fundamentally different then being beat to death with a club, ( a manufactured weapon), is just too fine a distinction, and frankly irrelevant. The main edge case where it is an issue is when the bard needs the 10' extra movement in order to get in range for an attack. any specific game is up to the DM ... 2020-07-12, 02:55 PM (ISO 8601) Originally Posted by Greywander For reference, here are the three different interpretations of Shield Master, all of which were considered official at various points: You have to commit to taking the Attack action, but can BA shove before making any of your attacks.Characters with Extra Attack can BA shove after the first attack, then take their Extra Attacks afterward.The Attack action, including all Extra Attacks, must be fully completed before you can BA shove. The main implication is that Twitter has lost all authority when it comes to rules. The latest ruling is in line with the general rule for 'bonus action timing. If you replace every instance of 'weapon attack' with 'physical attack' or 'non-spell attack' the intent behind what the term means becomes much more clear. My DM thought it was OP. Rules guidance given by an Admin using the #AL Admin or #AL Official hashtag is considered official rules guidance. Last edited by MrStabby: 2020-07-12 at 05:49 PM. So either the printed books are right and the tweet is some sort of house rule nerf, or the books are just fluff and suggestions that makes the DM decide on a case by case basis when PCs are allowed to take bonus actions. 2020-07-12, 04:47 PM (ISO 8601) I allow bonus actions like shield master feat shove to happen before the attack action but I consider using them to have "locked in" the choice of attack action. Jeremy Crawford's tweets are often a preview of rulings that will appear here. Applying this judgement to all PCs universally, would result in abilities such as a College of Swords Bard's Blade Flourish ability needing the bard PC to make an attack roll prior to receiving the bonus to movement, granted by the ability. Originally Posted by georgie leech ...I've clearly been playing D&D for too long, because that made a demented kind of sense. 2020-07-13, 12:52 AM (ISO 8601) I disregard that rule because the NPC version of using a shield bash like that (the Gladiator) gets to happily attempt to knock people prone before the other attacks. before, after, between the attacks in your Attack sequence. Social Media (Detect Thoughts, Facebook, Google+, Etc.). That's how I interpret it, but not everyone might find this fun. Last edited by KorvinStarmast: 2020-07-13 at 07:45 AM. The Magic Fang spell of 3e is not present in 5e. After the ruling changed, I had to be a bit more clever about how I used the feat, and I'd try to time it with our Barbarian's attacks so he'd get advantage on a prone enemy without having to use reckless attack. Personally, my opinion is that because it says "If you take the Attack action on your turn" rather than "After you take the Attack action on your turn", the BA shove can happen any time during your turn so long as you take the Attack action during the same turn. 2020-07-13, 05:20 AM (ISO 8601) Originally Posted by AttliatheYeon In my experience playing AL, Crawford tweets are ignored when they get wonky like this one. Unearthed Arcana. "Sage Advice" is a website that catalogues all the developer answers on things. 2020-07-12, 08:52 PM (ISO 8601) Originally Posted by MrStabby Just be aware that you can't use polearm master's D4 attack for this - only those from the attack action. Indeed..... From AL FAQ 9.1 : "Official Rule Sources Rules from an official D&D Adventurers League source, such as the ALPG, the ALDMG, or this FAQ establish the boundaries for our current campaign. No. The twitter answer is not official Sage Advice ... Consider that we can only really agree with JC if our opinion changed 3 times right alongside his. So, Shield Masters can shield bash before or after their main attacks are made, with no issues. Evokers and Overchanneling Cantrips, which became an official rule by removing Cantrips altogether from being overchanneled. But when we fought huge sized creatures, it didn't matter unless one of the spell casters cast enlarge on me, or I had a potion of growth. How Teleport Works a. Originally Posted by that\_ one\_kobold And this is why I love D&D 2020-07-12, 02:05 PM (ISO 8601) Originally Posted by RPisBS Indeed..... Malifice (paraphrased): Rulings are not 'House Rules.' Rulings are a DM doing what DMs are supposed to do. 2020-07-12, 09:21 PM (ISO 8601) Originally Posted by Christew This. 2020-07-12, 01:35 PM (ISO 8601) Hello All! So awhile back Jeremy Crawford, shared a ruling that the Shield Master feat, requires a PC to have rolled an attack roll before the bonus action shove with a shield can be performed. The only thing this tells me is that you should use the feat in the way that makes the most fun for your table. That's because that's what they are. As for my thoughts on 'when abilities', it's going to vary case-by-case for me. Last edited by Christew: 2020-07-12 at 03:08 PM. This is how I run it too. To answer your question: the biggest implication is that I had to think tactically a lot more when using that feat. Last edited by prototype00: 2020-07-12 at 10:32 PM. 2020-07-12, 04:58 PM (ISO 8601) Originally Posted by greenstone I allow bonus actions like shield master feat shove to happen before the attack action but I consider using them to have "locked in" the choice of attack action. This. Sage Advice/Twitter. Professional Ancient Reik Beware. Monologues Ambassador from Gen 2 NBTP Originally Posted by Waterdeep Merch Use your smite bite to fight the plight right. Originally Posted by OgresAreCute "Welcome to Dungeons and Dragons fifth edition, where the DCs are made up and the rules don't matter." 2020-07-12, 09:38 PM (ISO 8601) It is interesting that only those that disagree with the ruling, were the ones that posted about the ruling. If you're unsatisfied with this area, change it! It's what the designers (Mike, Rodney, Jeremy) would do if they still could. That sight is dynamite. 2020-07-13, 04:52 AM (ISO 8601) Originally Posted by AttliatheYeon In my experience playing AL, Crawford tweets are ignored when they get wonky like this one. So how do people feel about Unarmed Strikes being melee weapon attacks, that for some reason do not count as melee weapons? (I prefer this to the Sage Advice Compendium which appears to state that the entire attack action needs to be taken first). Which is why only SA Compendium, and not the tweets themselves, are considered official rulings now. Bingo. 2020-07-12, 01:50 PM (ISO 8601) 2020-07-12, 01:55 PM (ISO 8601) Originally Posted by Zouagal I disregarded Jeremy Crawford's ruling on the matter as I found it dumb. As for unarmed strikes being melee weapon attacks while fists are not weapons, that I think is the consequence of a decision to use a wonky game term. I had taken it before Crawford went silly, and had done so for both offensive and defensive reasons. Taking the Attack action uses up your action and gives you one or more attacks which you can then spend in various ways during your turn (or after, in the case of Parrying--you can make an attack roll against an incoming attack and substitute that total for your AC if you want to, which is good for high-level fighters caught without their armor for some reason). Originally Posted by iliyahr That is so stupid it's hilarious. Last edited by MaxWilson: 2020-07-12 at 05:00 PM. For Shield Master the info is here: Since he (Crawford) expanded the ruling to apply to all uses of the bonus action, I would think it applies to the College of Swords too. Edit: Per LudicSavant -- the "it won't break the game" language is some of the more frustrating in my opinion. I do not follow Twitter, nor frankly Sage Advice, but sometimes D&D Twitter answers read like quick responses being written on a porcelain throne; not crafted, considered, responses written on a petal throne. I've also seen some people express a belief that you only get 2 Attempts at Shove, and then you HAVE to make a standard attack or else you don't qualify for the bonus attack because you "haven't attacked with your polearm", but I don't agree with those folks--nothing I can see prevents you from Shoving with your polearm. I think that the ruling has shown the value of his opinions and therefore has no bearing on the way that other abilities will behave. Either way it adds another entry to my new DM quiz sheet that I want answered before I make a character. I mean, even the possibility of table variance makes me not want to use it. It was a chaotic process full of confusion and last minute changes responding to playtester feedback with areas players were unsatisfied with. Originally Posted by No brains For Shield Master specifically, I'm in favor of allowing the BA shove first (or a BA shove any time) since that works well with the idea of the feat. My two, and then three, attacks per round after I shoved an opponent were quite handy. So Crawford's latest statement is what most DMs adhere to. So wait this Twitter answer is official. Sage Advice? The legendary waffling and fan kerfluffle seems to have been a sacrifice at the altar of rule 0. The DM can choose to utilize them at their discretion for rules adjudication. So, AL games would generally be assumed to follow the rulings presented in SA, but maybe may not recognize something from a tweet, right? DMs can rule how they like in home games but I've seen it being corrected every time it came upon AL ("Crawford said the slam comes after the attack" or something to that effect) In my experience playing AL, Crawford tweets are ignored when they get wonky like this one. Now it says it works the "after" way, but emphasize that 'it wouldn't break anything if your DM decided to do it the other way.' 2020-07-12, 02:56 PM (ISO 8601) Originally Posted by Greywander For reference, here are the three different interpretations of Shield Master, all of which were considered official at various points: You have to commit to taking the Attack action, but can BA shove before making any of your attacks.Characters with Extra Attack can BA shove after the first attack, then take their Extra Attacks afterward.The Attack action, including all Extra Attacks, must be fully completed before you can BA shove. The following statement in the Sage Advice Compendium makes it clear that tweets by anyone are in no way official. 2020-07-12, 04:23 PM (ISO 8601) Originally Posted by LudicSavant To further support your hypothesis, there is a fair bit of evidence that during development it was intended for the 'if' wording to allow either order, since they repeatedly said that in the case of Eldritch Knight, and why they made it that way. To further support your hypothesis, there is a fair bit of evidence that during development it was intended for the 'if' wording to allow either order, since they repeatedly said that in the case of Eldritch Knight, and why they made it that way. However, the only time any of this really matters is if the DM is trying to run a game using RAW. RAW, that doesn't happen until at least one attack is made. 2020-07-12, 02:18 PM (ISO 8601) For reference, here are the three different interpretations of Shield Master, all of which were considered official at various points: You have to commit to taking the Attack action, but can BA shove before making any of your attacks.Characters with Extra Attack can BA shove after the first attack, then take their Extra Attacks afterward.The Attack action, including all Extra Attacks, must be fully completed before you can BA shove. So Crawford's latest statement is what most DMs adhere to (AL is like that, RAW and latest dev guidance as much as possible) Personally I just re-made my shield master Barb-Rogue tank to be a Sentinel Barb Rogue tank, since I don't enjoy the feat enough for the opportunity cost these days. If you are the DM, do whatever seems the most fun for the players. But it's something to be aware of in case your DM rules differently. The very fact that we've had three different official rulings tells me that none of these are mere "clarifications" because they worded the feat poorly, but attempts to rewrite the feat to work differently from how it was written. Now it says it works the "after" way, but emphasize that 'it wouldn't break anything if your DM decided to do it the other way.' The Most Important Video You've Never Seen (D&D designers describe the 5E development process, supports this perspective. Plus PAMs get a reaction attack when someone approaches, and is CWM-compatible, so letting Shield Master do a shove before making longsword attacks is clearly not overpowered. JC has had no less than 3 different perspectives on Shield Master over time. In time, it may be added to this FAQ. Dragon Sorcerers and Scorching Ray. As a general rule, the admins don't issue official rulings on general rules questions unless it's directly affected by the scope and purpose of the program. Fill the site with light and give fright to wights as a knight of the night, teeth white; mission forthright, evil in flight. 2020-07-12, 05:43 PM (ISO 8601) Originally Posted by MaxWilson This is how I run it too. 2020-07-12, 02:01 PM (ISO 8601) Oh boy, welcome to a hot button issue. Originally Posted by Greywander For reference, here are the three different interpretations of Shield Master, all of which were considered official at various points: You have to commit to taking the Attack action, but can BA shove before making any of your attacks.Characters with Extra Attack can BA shove after the first attack, then take their Extra Attacks afterward.The Attack action, including all Extra Attacks, must be fully completed before you can BA shove. The DM always has the final say on rules questions." So from a RAW perspective the Sage Advice Compendium is considered official rules clarifications. And then they changed it (and the Compendium entry) when all of the kerfluffles went down. Any time there's a vague rule they interpret it against the players' fun. Gosh, 2D8HP, you are so very correct! 2020-07-13, 08:04 AM (ISO 8601) Originally Posted by Telok What always steamed me was that the tweet contradicted the line in the PH about bonus action timing. Yes, it's a different mechanic (it also deals damage and is a regular attack), but I think if the NPCs can shield bash and then attack with advantage, it's wrong to say the PCs can't. ---- Finally, in terms of how I interpret Shield Master when running AL or other games, at the moment I go with the interpretation requiring at least one attack to be made before the bonus action shield bash is available. Last edited by Monster Manuel: 2020-07-13 at 05:41 AM. The original ruling did contradict it (and Crawford admitted it was a mistake when he replied in a hurry without thinking things through. The other cases (not attacking or attacking after moving less than their full movement) are already covered by the rules. No disagreement here, I dislike and ignore Crawford's ruling as well. The rest of the ability shares verbiage and intent of the Shield Master Feat. The public statements of the D&D team, or anyone else at Wizards of the Coast, are not official rulings; they are advice. For Shield Master specifically, I'm in favor of allowing the BA shove first (or a BA shove any time) since that works well with the idea of the feat. And it's definitely not steampunk. In AL the DM always makes the rules calls and if they are a stickler for the latest guidance (for which I 100% cannot blame them), then, welp. Getting zero from a lightning bolt when you make your save is awesome). 2020-07-12, 09:48 PM (ISO 8601) Originally Posted by Satori01 It is interesting that only those that disagree with the ruling, were the ones that posted about the ruling. The only time steam gets involved is when the fire and water elementals get loose. It boils down to 'we interpreted this rule in the less fun way, but we could've interpreted it in the more fun way with zero consequence.' If there is DM could certainly require an attack be made before the bard gains the extra 10' of movement. They do that all the time. \*edit\* Yeah, first page of the SA compendium explicitly says this: tweets are informal advice, SA is actual rulings. DMs can rule how they like in home games but I've seen it being corrected every time it came upon AL ("Crawford said the slam comes after the attack" or something to that effect) 2020-07-13, 04:34 AM (ISO 8601) Originally Posted by prototype00 "Sage Advice" is a website that catalogues all the developer answers on things. Paladin smites and great weapon style. As a matter of practice, the campaign staff doesn't provide official rulings on general rules unless it impacts or is impacted by the rules of the program at-large." Just to add to that ... 2020-07-13, 05:00 AM (ISO 8601) I'd be pretty tempted to ignore this ruling since depending on team composition, size or initiative order knocking someone prone might very well be completely useless if there is no one around to use the advantage generated and sword and board is almost always underwhelming anyway. Thank you for sharing! 2020-07-13, 07:19 AM (ISO 8601) Originally Posted by Satori01 So wait this Twitter answer is official. Sage Advice? Originally Posted by Satori01 So wait this Twitter answer is official. Sage Advice? P.S. As for the swords bard 10' of additional movement when they take the attack action ... So does that mean in AL DMs rule that a Blade Bard (College of Swords), needs to attack before getting their 10' bonus to their speed? DM chooses the summoned creature. Sage Advice Compendium: "Official Rulings: Official rulings on how to interpret rules are made here in the Sage Advice Compendium by the game's lead rules designer, Jeremy Crawford (@JeremyECrawford on Twitter). Sage Advice (SA) and tweets from the Wizards of the Coast staff are a great barometer for the 'rules-as-intended', in any case. Last edited by Satori01: 2020-07-13 at 12:39 AM. I completely agree that any DM can rule it how they want to for their games and aesthetically/logically I agree that it makes a lot more sense to allow the shield bash bonus action anytime during the turn as long as the character is or will be taking the attack action. b. I do not follow Twitter, nor frankly Sage Advice, but sometimes D&D Twitter answers read like quick responses being written on a porcelain throne; not crafted, considered, responses written on a petal throne. Originally Posted by that\_ one\_kobold And this is why I love D&D 2020-07-12, 10:32 PM (ISO 8601) I play AL where DMs are pretty on board with most up to date Sage Advice answers. The main constraint in AL is trying to play as close to RAW as possible with the DM deciding anything that could be considered ambiguous. A "master" of shields would know the most advantageous time to shove with their shield, and that, kids, is how he conquered the world with dancing lights." 2020-07-13, 02:00 AM (ISO 8601) Originally Posted by Satorn01 So wait this Twitter answer is official. Sage Advice? In addition, it explicitly states that an AL DM can ignore any and all Sage Advice (including the compendium) when making any rulings on any AL game they are running. I generally don't let anything except movement between the attacks of multiattack and extra attack. I'd add another perspective angle: do you want players to use Shield Master? The rules only grant the bonus action if the attack action is taken. (The dex addition and the save for half benefit are situational but nice kind of situational, and all of Sage Advice can be considered irrelevant for Adventurer's League play. Having Magic Weapon act, in effect, as both spells is fine in my book. 2020-07-12, 04:35 PM (ISO 8601) What always steamed me was that the tweet contradicted the line in the PH about bonus action timing. Just be aware that you can't use polearm master's D4 attack for this - only those from the attack action. AL Admins appear to almost never provide any guidance on rules interpretations. My question is how many people apply the logic of Mr. Crawford's ruling vis a vis Shield Master to all abilities with similar wording? My favorite use was in shoving a troll into a lava pit during a battle. It's a hard road to follow. Are you able to say with 100% confidence in AL that your DM won't rule that way? If you do, interpret the rules in a way that will make players want to take it. Fair call. I have seen some people make this mistake before. greenstone (paraphrased): Agency means that they {players} control their character's actions; you control the world's reactions to the character's actions. In the really rare situation where something happens and you can't make any attacks when the shove is over then you have essentially lost your action. Creatures that fly, range, teleport, are prone-immune, have high athletics, or just have back-up can still challenge a player who can get easy advantage once a round. It's Eberron, not ebberon. Originally Posted by krugaan All it takes is once: "Grandpa, tells us that story about the Ricalison the Great again!" Hours later... Tweets are not. Making a call that many people disagree with is fine - making a ruling that disagrees with yourself just shows that there is no way you can treat this as anything more than an opinion. 2020-07-13, 06:01 AM (ISO 8601) Originally Posted by MaxWilson Extremely insightful video. And shoving a yeti off a 200 foot cliff. A Dungeon Master adjudicates the game and determines whether to use an official ruling in play. As a DM, working with a player, I'd probably allow the extra 10' of movement if it allowed the bard to make an attack but I realize that it is inconsistent with the interpretation for Shield Master. 2020-07-13, 07:43 AM (ISO 8601) Originally Posted by Zouagal I disregarded Jeremy Crawford's ruling on the matter as I found it dumb. Likewise, while a Dread Stalker through the Dread Ambusher ability, gets a bonus the movement on the first round of combat, regardless, of wether an attack action is taken. If it was just poorly written, we would only have one official ruling that was basically "here's what we actually meant when we wrote it, but it didn't come out right".



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