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set my path to the dll file you downloaded C:\d3d\game\cmd\d3d11.dll and then in the cmd d3d11.dll Now you can run your.exe files using the command line and not an editor. Q: How do I report repeated use of a weapon that renders me unable to carry it as a net bonus to my AC? I am using a shortbow with medium reach and a longbow with short reach. I am using a shield, one-handed and light, for AC. I'm level 16 with 16 dex. I am under the effect of the spell protect from evil and good. (The effect was that I had a 3x8ft zone of protection around me). The weapon has a repeat use property, which gives an increase of +1 to attack and damage rolls. However, as the spell protect from evil and good provides extra AC, and I am using a shield (which has no AC), the extra AC is negated. I am unable to use either weapon (or spell) as a net bonus to my AC. How do I report repeated use of a weapon that renders me unable to carry it? A: There are multiple ways to handle this. The easiest is to

just put all these three effects on the table with no order. Roll for each effect separately and apply only the one that wins. Alternatively, treat all three effects as occurring simultaneously, with the lowest success allowing the next effect to resolve. Lastly, you can use the system that the homebrew house rules for the Wizard spell dispel magic use: They have three ranks of dispel. You apply the first rank to your weapon/shield. The second rank protects you from the effect and negates the remaining effect(s). The third rank eliminates all effects. You need to pick which rule to use as the winner of each effect. The last is best if you're playing only one of the pregens. The rules for that are in the Player's Handbook on Dispelling and Hinderling. There's a table in there (Hinderling Prerequisites, on page 218). The table starts with a ruling (the "Defending a Spell" section on page 228): If a spell prevents a character from carrying a weapon that has a non-negative weapon enhancement bonus, the

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