



Rob's World! Forgotten Realms Campaign
Rules errata that affect our campaign

Written by: Robert L. Vaessen
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RULES ERRATA:

What are Errata? Errata are collections of corrections for printed material. In this case, Wizards of the Coast publishes Errata for the official D&D game material at the Wizards.com website. Under most circumstances, errata are considered to be official rules. The only exceptions to this general rule are instances where errata contradicts an established house rule. When that happens, the DM will have to determine whether to retain, modify or reject the affected rule(s).

When to apply errata: Under most circumstances, errata rulings will be implemented/affected whenever an issue arises where the errata is brought forward. If there is a question regarding an official rule, and the errata addresses that question, then the errata ruling may be brought into effect in order to correct or supplement the affected rule(s).

Note: While our campaign may be running under a rule which has been superseded or corrected through errata. It isn't always necessary to correct our use of the rule through errata implementation. If however, the issue is brought up, it is usually advisable to enforce the errata ruling. It is entirely possible that our campaign will function quite well while using a non-corrected rule. The implementation of errata is not a mandatory or absolute necessity.

Discovery and implementation: If during the course of the game, you discover an errata that you feel should be brought to the DMs attention, please feel free to do so. Please keep in mind that it isn't necessary to bring every errata to the DMs attention. Only those errata which directly affect our play of the game should be brought forward for consideration.

As errata that affect our game are brought forward, the DM will do his best to alert the players to the corrected rule(s) and maintain a copy of the errata as a playing supplement for future reference.

HERE THEN ARE THE ERRATA THAT DIRECTLY AFFECT OUR GAME:

These errata rulings (listed below) are implemented in our campaign. Players (and the DM) should do their best to remember these rulings, and implement them accordingly. The errata are listed in page order.

Errata for: Player's Handbook

Page 36: Animal Companion

Contrary to the text, a druid's animal companion is not treated as a magical beast; it remains an animal. Trim the first paragraph of the sidebar so that it reads as follows:

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Page 37: Wild Shape

Replace sentence 3 of this class feature with the following text (new text indicated in red):

This ability functions like the alternate form special ability (see the *Monster Manual*), except as noted here.

Add the following sentence to the end of paragraph 1 (new text indicated in red):

Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Add this new paragraph after the current paragraph 1 (new text indicated in red):

Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

Page 78: Listen

Under the "Listen DC Modifier" header, the last two numbers are wrong: Change -1 to +1; change -5 to +5.

Page 99: Run

How fast can you run in medium armor? Feat description contradicts PH pages 144 and 163. Change the feat description as follows:

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you . . .

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and . . .

Page 148: Overrun

It's not possible to overrun as part of a charge. Delete "or as part of a charge" from this paragraph.

Page 151: Soft Cover

Soft cover works against ranged attacks, not melee attacks. In the first sentence of the paragraph, change "melee" to "ranged."

Page 155: Attacking on a Charge

It's not possible to overrun as part of a charge. Delete text from the second paragraph so that it reads:

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Page 157: Overrun

It's not possible to overrun as part of a charge. Delete "or as part of a charge" from the first sentence of the first paragraph. In the "Step 3" paragraph, delete the sentence that refers to making the overrun as part of a charge.

Page 239: Haste

During a D&D session on the 15th of July, 2017, a question arose regarding the effect of a haste spell upon characters affected by the Fly spell. As most party members (The H.A.L.L.O.W.ed Knights) fly by means of a permanent enchantment - The Fly spell has been cast upon party members and made permanent by application of a Permanency spell - this situation has significant relevance to the party. In order to not slow down play of the game (in session), I said that during our session the Haste spell would not increase the speed of characters who were using a Fly spell in order to move. I also indicated that I would research the matter in order to make a firmer, more certain, standing ruling regarding the application of Haste upon characters affected by the Fly spell (whether applied temporarily or permanently).

During my review/research, I consulted numerous online forums, wiki articles, discussion groups and rule books (including the Player's Handbook I, the Dungeon Master's Guide I, the Rules Compendium, and a Wizards of the Coast published article titled "All about movement" (A seven part series of articles published on the WotC website from 2001-2004). This article contained excerpts from/derived from a Dragon magazine column written by Skip Williams. The column and article were authored as a means to clarify some of the rather complex rules in the 3.5 D&D game. It took me approximately three hours of solid research (I got up once to use the bathroom) in order to find, read and formulate a reasoned response.

In reading through these references (particularly the 'All about movement' article and the sections titled: Aerial Spells and Speed-Enhancing Spells), I have come to the conclusion (although there is no explicitly confirmed official ruling in the official books), that the Fly spell does grant a Fly 'mode of movement' and all spells that likewise affect creatures with a 'Fly' mode of movement are therefore affected.

Characters affected by the Fly spell (whether permanent or temporary) are subject to the full effects of a Haste spell. A character affected by the Fly spell would have their movement /speed increased by 30 feet (to a maximum of twice the subject's normal speed) for the duration of the Haste spell.

Errata for: Complete Adventurer

Page 11: Scout's Class Skills

Add Disable Device to the scout's list of class skills.
(This addition fits with the flavor of the class.)

Page 12: Skirmish (class feature)

The second sentence of the skirmish class feature should read as follows (new text indicated in red): She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet **away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted.** This update should be made wherever the skirmish ability description is presented (see also pages 31, 56, and 177).

Errata for: Complete Champion

Page 126: Sacred Item

During one of our D&D meeting (Rob's World! D&D Campaign, held every other Saturday), there was considerable (too much) time spent in discussion of a couple of spells. One in particular discussion involving Sacred Item revolved around the saving throw (if any) for a creature struck by an item imbued with positive energy through the spell. After considerable research, the ruling as read stands. ***There is no saving throw against the positive energy damage which might be caused when the spell is discharged.*** The item touched may get a saving throw upon casting of the spell (as noted by Floyd), provided the item is 'attended' (held). In addition to the D4 'Sacred Damage' (with no save), undead are also subject to other effects if they fail a save vs fear (a WILL save).

The ruling stands - There is no additional save against the positive energy damage when the spell is discharged by contact with an evil outsider (The 'Ebon Terror' encountered by the party). Woe to the outsiders who mess with the 'H.A.L.L.O.W.ed' Knights (Holy Adventuring Licensed League Of Whillip)!

Note that there is also official 'Errata' for this spell. See D&D 3.5 Errata: <<http://archive.wizards.com/default.asp?x=dnd/errata>>. The errata states:

Page 126 - Sacred Item [Substitution]

The Saving Throw entry should read, "Will negates (object) and Will partial; see text."

[Deletion]

The section, "(other than yourself)" can be removed from the second line.

This errata does not significantly impact the House Rules ruling (noted above), but it does address my concern that there was no mention of the 'other' saving throws mentioned in the description of the spell.

Errata for: Complete Divine

Page 80: Divine Metamagic feat

The **boldface** text needs to be added to the Benefit paragraph of the feat description:

When you take this feat, choose a metamagic feat **that you have**. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to **divine** spells that

Page 170: Nature's Favor

Changes and additions to the spell's description are noted in **boldface** type:

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every **three** caster levels you possess (**maximum +3**).

Page 179: Scent

The spell works like the 3.0 version scent ability. However, the spell should work as the revised scent ability, as described on page 314 of the *Monster Manual* v.3.5.

Errata for: Monster Manual

Pages 307-308: Damage Reduction

This changes is global and applies to an assortment of creatures.

Damage Reduction is either extraordinary (Ex) or supernatural (Su). Use the following guidelines if it is not specified.

- DR X/slashing, piercing, or bludgeoning should be (Ex)
- DR X/adamantine should be (Ex)
- DR X/-- should be (Ex)
- DR X/silver or cold iron should be (Su)
- DR X/magic should be (Su)
- DR X/chaotic, lawful, holy, or unholy should be (Su)

Errata for: Spell Compendium

Page138: Manyjaws

During one of our D&D meeting (Rob's World! D&D Campaign, held every other Saturday), there was considerable (too much) time spent in discussion of a couple of spells. One in particular discussion concerned the Manyjaws Spell (one word) in the Spell Compendium.

This spell (ref Complete Spell Compendium page 138) summons disembodied (which doesn't mean incorporeal) sets of jaws (made of force). These sets of jaws are treated as individual '**objects**', (they're not 'creatures' - living or otherwise) which fly about under the control of the caster (for a duration) at a movement rate of 40 feet.

Our discussion focused on at least four voiced questions and *one question I thought of* while researching/formulating the errata ruling for this spell:

- How large are the pairs of jaws that are summoned?
- What 'type' of damage do the jaws inflict (i.e. can the damage be reduced by Damage Reduction)?
- Can the jaws be attacked?
- How is movement governed with regard to the jaws?
- *According to the spell write-up, Concentration [Standard action] is required to maintain the spell, and a Standard Action is required to direct or move the many jaws. Who gets two standard actions in a round?*

Before we get too far into the discussion/details, lets keep in mind that these 'jaws' are a part of a summoned spell effect. They are not living creatures, sentient or otherwise, but they do manifest as a physical/solid object composed of force. They do not get attacks of opportunity, they aren't affected by the caster's feats, they have no skills or abilities. They don't roll for initiative, they can't speak, they cannot conduct any 'special' attacks such as charging, tripping, flanking, parrying, etc. They are part of a spell effect, and thus extremely limited in action and effect.

This particular spell has seen some discussion online, and there are a few areas of concern. **One area of concern is the size of the jaws** that are summoned. I could find absolutely no official ruling/reference which defined the size of the jaws. While we originally imagined that the jaws were 'small' about the size a humanoid (modeled on medium size) creature's jaws. While this 'size' would indicate that they are somewhere between Tiny (space occupied ~2.5'), Diminutive (space occupied ~1') and Fine (space occupied .5'). Splitting the difference and taking into account the damage caused and variation in size across humanoid standards, we'll rule that the jaws created are 'Diminutive' in size.

There really is no reason to extend our reasoning (on the size of the jaws) beyond the 'visual' aspects of this ruling. The spell itself makes no reference to reach or occupancy (i.e. how many can occupy a single square, and how they impede movement or are impeded by other creatures moving into/through their squares). They do not take up any 'room' for the purposes of how many can occupy a square, and they do not hamper the movement of anyone - Allies and opponents included.

The spell write-up (in the Spell Compendium) does not indicate that they hamper any one else's movement, and it makes no mention of how many may occupy an opponent's square, or how movement of others might be restricted by their presence. The jaws however, must be moved into an opponent's square to cause damage, and a miniature(s) must be used to indicate where the jaws are. The jaws have a movement rate and a range limit - These are the only factors which one should consider when moving the jaws. The caster must direct them (using a Move action to redirect them) into the opponents square(s) in order to indicate which opponent(s) are targeted for damage.

The second area of concern is the 'type' of damage that they cause. We know (from the spell description) that the jaws are composed of force. Most spells (Including those with the force descriptor) overcome DR; as DR applies to weapons, unarmed and natural attacks (See PH pg 307, DMG pgs 291-292 & MM pgs 307-308). The damage from the jaws is **not technically 'typed'**, and it does overcome most DR (but not Spell Resistance (Spell Resistance = Yes for this spell)).

The third area of concern/a question I raised was 'Can the jaws be attacked?' Technically **they can**. An ignorant opponent may attempt to attack the jaws (**a wasted attack**). However, due to the fact that they are composed of force, the jaws cannot be damaged by normal physical attacks. A disintegrate spell (see PH pg 222) can destroy the jaws (10' cube). A Sphere of annihilation could be used to target the jaws, and other spells may be effective in countering or dispelling the jaws/ the spell effect.

Another area of concern regarded the movement of the jaws, or the movement of others through an area occupied by the jaws. We wondered whether the jaws could move through friendly squares - Yes they can. We wondered whether they can occupy a friendly square. They can; and as I just described (see above) they do not take up any 'room' for the purposes of how many can occupy a square, and they do not hamper the movement of anyone - Allies an opponents alike.

Finally; there is the question of what sort of actions are required to use this spell. According to the spell description, the caster must 'Concentrate' to maintain the spell (for up to 3 rounds). Concentrating is a 'Standard Action' (see PH pg 138 & 176). It also states that you can redirect the jaws as you desire as a standard action. The problem here is that's two standard actions, one to maintain the spell and another to redirect the jaws. Since you only get one standard action per round, you wouldn't be able to redirect the jaws without ceasing your concentration, and then the jaws would disappear - ending the spell.

Given that the normal way to redirect a spell is a Move action (see PH pg 175), we will allow that there is a typo here (in the Spell Compendium). We hereby direct that a **Move action** is needed to redirect the jaws. The caster may redirect some or all of the jaws with a single move action, but he/she must continue concentrating to maintain the spell. Maintaining the spell while simultaneously directing the jaws would thus require a Full Action (see PH page 139); unless some feat, magic, class feature or skill allows one to concentrate without expending a standard action. The caster could still take a 5' step, but no other movement would be permitted in conjunction with this Move action.

Errata for: Unapproachable East

Page17: Table 1-4: Random Height and Weight

This change affects all player character races created using the Unapproachable East campaign accessory. The table contains the incorrect symbol; an "X", multiplication symbol appears as a modifier in the 'Weight Modifier' column. The correct symbol; a "+", addition symbol should be used as the modifier. Add the indicated weight to the Base Weight for any character. Do not multiply the weight by the modifier.