



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

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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Note: While our campaign may be running under a rule which has been superseded or corrected through errata.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 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: 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.