

# Magic of Faerûn Errata

## Errata Rule: Primary Sources

When you find a disagreement between two D&D® rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees.

Another example of primary vs. secondary sources involves book and topic precedence. The *Player's Handbook*, for example, gives all the rules for playing the game, for playing PC races, and for using base class descriptions. If you find something on one of those topics from the *DUNGEON MASTER's Guide* or the *Monster Manual* that disagrees with the *Player's Handbook*, you should assume the *Player's Handbook* is the primary source. The *DUNGEON MASTER's Guide* is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The *Monster Manual* is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities.

## Page 1: Credits

Add **Sam Wood** to the list of interior artists.

## Page 5: Caption

Caption should read **Karsus destroys Mystryl**

## Page 5: Paragraph 2, sentence 2

Change: **Myrkul**

To: **Helm**

## Pages 12–13: Last sentence on page

Change: **cold**

To: **electricity**

## Page 13: Next-to-last sentence of third paragraph

Change: **electrical**

To: **cold**

## Page 17: Column 2, paragraph 1

Change: **moon potions**

To: **moondraught**

## Page 21: Augment Summoning feat

Change second line of the Benefit section to: **They gain +1 hit point per hit die and a +1 competence bonus on their attack and damage rolls.**

## Page 22: Replacement for Spell Thematics feat

### **Spell Thematics [General]**

**You have developed a signature thematic manifestation that gives your spells unique visual or auditory qualities. You are more effective when casting spells strongly**

**linked to your theme, and any spell you cast reflects your signature theme to a greater or lesser extent.**

**Benefit:** Choose a theme for your spellcasting. You cast spells designated as central to your theme at +1 caster level. Add +5 to the DC of any Spellcraft check made to identify any spell you cast, whether or not it is designated as a thematic spell.

A spell theme is comprised of two components. The first is a set of spells central to your theme. This consists of one spell at each spell level you can cast. For example, a 5th-level wizard might select *ray of frost*, *magic missile*, *Snilloc's snowball swarm*, and *fly* as spells central to his theme.

The second component is a common visual or auditory effect all your spells share, such as "fire," "ice," or "screaming skulls." The special effect does not change the spells in any way, other than enhancing your caster level with the spells you choose to be central to your theme. For example, if your theme is "fire," then your *magic missile* spell might appear to produce bolts of fire, although the bolts are still a force effect and cause normal damage, not fire damage. If your theme is "screaming skulls," your *fly* spell might manifest as a dozen small screaming skulls that orbit around you, bearing you aloft.

## Page 25: First sentence

Add after the first sentence: **An artificer may research additional device powers as if they were spells.**

## Page 27: Guild wizard

Change: **Spells per Day**

To: **Spells per Day/Spells Known**

## Page 29: Requirements list for the Harper mage

Remove **Education** from the Feats line.

Add **Knowledge (local) 5 ranks** to the Skills line.

## Page 29: Harper mage

Change: **Spells per Day**

To: **Spells per Day/Spells Known**

## Page 30: Harper priest

Change: **Spells per Day**

To: **Spells per Day/Spells Known**

## Page 30: Incantatrix

Change: **Spells per Day**

To: **Spells per Day/Spells Known**

## Page 31: Caption

Replace current caption with **Incantatrix**.

## Page 32: Column 1

Add after the last sentence of the Instant Metamagic ability:

The incantatrix cannot use this ability if the metamagicked spell would normally use a spell slot of a higher level than she could cast. For example, a *Wiz5/Incantatrix4* could not use an instant metamagic *Still Spell* any of her 5th-level spells because she does not have any spell slots above 5th level.

**Page 33: Mage-killer**

Change: *Spells per Day*

To: *Spells per Day/Spells Known*

**Page 35: Master alchemist**

Change: *Spells per Day*

To: *Spells per Day/Spells Known*

**Page 36: Mystic wanderer**

Change: *Spells per Day*

To: *Spells per Day/Spells Known*

**Page 37: Spelldancer requirements**

The Perform fallacy, requiring 6 ranks in Perform (dance) should be *Perform (dance, other forms) 6 ranks*

**Page 37: After Weapon and Armor Proficiency**

**Spells per Day/Spells Known:** At each spelldancer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on).

If the character had more than one spellcasting class before becoming a spelldancer, the player must decide to which class to add each spelldancer level for the purpose of determining spells per day when she adds the new level.

**Page 38: Enthralling Dance**

Change: *vocal component*

To: *verbal component*

**Page 38: Just above Enthralling Dance**

Add the following just above Enthralling Dance:

If a spelldancer's Constitution modifier decreases so that she has exceeded the number of rounds she could safely spelldance, she must immediately make a successful Fortitude save for every round of excess spell dancing; each failure deals the above penalties.

**Pages 39–40: Spellfire prestige class, Increased Storage (first paragraph)**

Change: *spellfire energy levels in excess*

To: *storing spellfire energy levels*

**Pages 39–40: Spellfire prestige class, Rapid Blast**

Change: *standard action*

To: *full-round action*.

At 4th level, the spellfire channeler can release two blasts or spellfire as a *full-round action*. This increases to three blasts per full-round action at 8th level.

**Pages 39–40: Spellfire prestige class, Crown of Fire**

... automatically destroys all nonmagical weapons that strike her (after they deal damage, if any).

**Page 40: Drain Permanent Item**

Change that paragraph to the following:

**Drain Permanent Item (Sp):** The channeler can drain power from permanent magic items by touch as a standard action. If the item is held or worn, the channeler must make a melee touch attack to touch it, which provokes an attack of opportunity from the defender. The channeler must make a level check (1d20+class level) against a DC of 11 + the caster level of the item to drain it. A success means the item's properties are suppressed (as if affected by *dispel magic*) for 24 hours and the channeler gains spellfire energy levels equal to half the item's caster level.

**Page 41: Enhanced Spell Area**

Technical nitpicking: The spell's *area* doesn't increase by 50% or 100%, its *radius* does.

**Page 41: War wizard**

Change: *Spells per Day*

To: *Spells per Day/Spells Known*

**Page 43: Mystic Maelstroms, very top of the page**

Undead are immune to morale effects. Strike *undead* from list.

**Page 43: Fey Mounds, second column, first paragraph**

Change: *or*

To: *of*

Fey mounds detect as magic *of* strong . . .

**Page 43: Boomshroom Patches, trap stat block**

Reflex save DC should be *13*.

**Page 44: Doom Pits, trap stat block**

... appropriate save (by spell) negates (see below).

Add DCs:

*Sleep* (DC 11)

*Bestow curse* (DC 14)

*Blink* (DC 14)

*Feeblemind* (DC 17)

*Lesser geas*, command "stay" (DC 16)

*Maze* (DC 22)

**Page 46: Known Crossroads**

The nature ratings for the known crossroads are all mixed up. The incorrect ones should be as follows:

Arnrock Crossroads (N2) not N4

Cantlowe Crossroads (N4) not N2

Hermit Heights Crossroads (N1) not N5

Nykkara Crossroads (N3), not N1

Wasts Crossroads (N1) not N5  
Waterdeep Crossroads (N5) not N1

**Page 52: Olroy's stat block**

HD is wrong; should be **3d6+6** for Exp3. Atk should be **+3 melee (+2 base, +1 Str)**. CR should be **2**.

**Page 53: Highwater Hall, last paragraph**

The **LG** Chokmot can't be a cleric of the N Waukeen. Make **NG**.

**Page 57: Map**

The ground floor has Daguerre's Quarters. Should be Donalbain's Quarters.

**Page 59: Requirements for Membership, last paragraph**

There's no such spell as *know alignment*. Replace with "**appropriate detection spells**".

**Page 62: Map**

**Fireball Throwing** tag is missing from the southeast edge of the crater.

**Page 62: Kyrosh's stat block**

Touch AC should be **9** (-1 Dex), and his flat-footed AC should be **11**. Atk should be **+5 melee, +3 ranged**.

**Page 62: Risa's stat block**

Saves don't take *cloak of resistance* +3 into account. Should be **Fort +5, Ref +7, Will +14**.

**Page 62: Trade Wizards**

It states "Even if the cleric of **Ehlonna** might not take revenge for the purchased scroll that fizzled, the evil necromancer who bought a faulty potion most assuredly will." Replace **Ehlonna** with **Mielikki**.

**Page 69: 2nd-Level Blackguard Spells**

*Hand of Divinity*\*. Gives +2 sacred or profane bonus "on worshiper" of your patron. Should be "**on saves to worshiper**" of your patron.

**Page 69: Spell Shield**

Insert "**bonus**" between resistance and on.

**Page 70: Add to 1st-level cleric spells**

*Rosemantle*\*. Temporarily suppresses pain-causing effects and poison.

**Page 70: Add to 5th-level cleric spells**

*Dimensional Lock*\*. Protects area from interdimensional travel.

**Page 71: Various**

Strike the *Breath of truth* entry.  
Strike the *Seek eternal rest* entry.

**Page 71: Add to 5th-level druid spells**

*Monstrous Regeneration*\*. Grants the regeneration ability for 1 round/2 levels.

**Page 72: Column 2**

Cut header and text for 4th-Level Harper Scout Spells.

**Page 75: 3rd-Level Sorcerer and Wizard Spells, Necromancy**

Undead Torch\*. Undead creature gains blue aura that gives +2d4 against living creatures. Insert "**damage**" between +2d4 and against.

**Page 75: 5th-Level Sorcerer and Wizard Spells, Abjuration**

*Dimensional Lock* is listed here. In the text (page 89), it's listed as **Clr 8, Sor/Wiz 8**. It should be just **Sor/Wiz 5**. Change page 89.

**Page 77: Amplify spell**

Change casting time to **1 action**.  
Change Duration to **1 minute/level**.

**Page 80: Battletide spell**

Add the following line to the end of the *battletide* spell:  
**The partial action granted by this spell does not stack with the partial action granted by a haste effect.**

**Page 80: Ball lightning spell**

Replace existing text with the following:

**Ball Lightning**

Evocation [Electricity]

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./levels)

**Effect:** One lightning ball 2/levels

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create one 3-foot-diameter ball of concentrated electricity per 2 levels (maximum 15 balls) that shed light as candles and move under your control. A ball of lightning deals 2d6 points of electricity damage to anything it touches, including creatures that attack it or move through it. When you create the balls of lightning, you mentally program them to move as you desire, even around corners. Once programmed, a ball's orders cannot be changed. A ball can move up to 100 feet per round and flies with perfect maneuverability. When a lightning ball strikes a creature, the ball stops and remains in place for the remainder of the spell's duration. A ball dissipates if the distance between you and it exceeds the spell's range. A ball can only "see" under the available light conditions (including the light the ball itself sheds). For example, you could program one lightning ball to follow the left wall of a corridor and strike the first creature it "sees," another to follow the right wall and do the same, and the remainder to follow 5 feet behind you in a semicircle. The first two lightning balls would turn corners to remain following the walls, even if this took them out of your line of sight, and strike the first creature they "see," which would cancel their program and leave them in their target's square. Directing the balls is a free

action on the round the spell is cast and a move-equivalent action on any other round.

A creature struck by a lightning ball or that touches one with natural or melee weapons gets a Reflex saving throw for half damage. Damage from multiple balls resting in the same square stacks. A creature struck by multiple balls of lightning in a round (or entering a square with multiple lightning balls) gets a saving throw for each. A creature with SR makes separate SR checks against each lightning ball, with success meaning that ball cannot harm the creature.

*Material Component:* A handful of copper and iron pellets.

**Page 82: *Blindsight* spell**

"This spell grants the *Blindsight* feat." *Blindsight* isn't a feat, it's a **special quality**.

**Page 83: *Camouflage* spell**

Change: **competence** bonus  
To: **circumstance** bonus.

**Page 83: *Brilliant aura* spell**

Add **[Light]** after Transmutation in the header.

**Page 83: *Cast in stone* spell**

Change range to **close** and target to **you**.

**Page 84: *Cloudburst* spell**

Strike (**Water**)

**Page 84: *Cloud of bewilderment* spell**

Change **Duration: 1 round/level** to **Duration: Instantaneous**.

**Page 86: *Crawling darkness* spell**

Change target to **You**.

**Page 86: *Curse of ill fortune* spell**

Delete the word **enhancement**.

**Page 89: *Dhulark's glasstrike* spell**

*Dhulark's glasstrike* has two ranges. Delete: **Range: 60 ft**.

**Page 89: *Dimensional lock* spell**

Change to Clr **5**, Sor/Wiz **5**

**Page 92: *Halaster of Undermountain***

Revise sentence: **Halaster of Undermountain** reputedly links *sequester* spells to thwart those who would spy on his master dungeon.

**Page 93: *Favor of Ilmater* spell**

Add to the end of the second paragraph: **The target cannot exceed her maximum hit points; any in excess of this amount are lost.**

Change in column 2, *Divine Fortitude* variant: **The target becomes immune to subdual damage, charm effects, compulsions, and attacks that function by causing pain. Any attacks (whether present on the target when the spell is cast or occurring after the spell is cast) that cause these**

effects or cause subject to be dazed, exhausted, fatigued, nauseated, staggered, or stunned are suspended for the duration of the spell (causing the target to wake if unconscious from one of these effects). The target remains conscious at -1 to -9 hit points and can take a partial action each round when in that state. This variant of the spell lasts 1 minute/level. When the spell ends, any effects suspended by the spell that would otherwise still be in effect (such as fatigue, which normally requires 8 hours of rest to abate) return. Effects with durations that expired during the duration of this spell do not resume when the spell ends.

Add to the last line of the *Part of Martyrdom* variant:

**Any excess hit points above the target's normal maximum hit points are lost.**

**Page 93: *Fiendform*, 1st paragraph**

Change **summoned by summon monster I-VI** to **summoned by summon monster I-V**.

**Page 94: *In firebrand***

Clarify *firebrand* so that a creature can be affected by only one burst. Add to end of second paragraph: **additional damage (a creature can only be affected by one burst).**

**Page 95: *Forceward* spell**

Add **[Force]** after Abjuration in the header.

**Page 96: *General of undeath* spell**

Add **[Evil]** after Necromancy in the header.

**Page 96: *Ghorus toth's metal melt* spell**

Add **Casting Time: 1 action**.

**Page 100: *Haunting tune* spell**

Change **Area: 1 target/level** to **Targets: 1 creature/level**.

**Page 103: *Kiss of the vampire* spell**

Add **Casting Time: 1 action**.

Add **[Evil]** after Necromancy in the header.

1st paragraph after bullet points, 2nd sentence: Change: **You are treated as if you were undead for the purpose of all spells and effects.**

To: **You are treated as if you were undead for the purpose of all spells and effects that specifically affect undead.**

**Page 103: *Mass camouflage* spell**

Strike reference to **Hrp 4**

**Page 109: *Monstrous regeneration* spell**

Add **Drd 5**.

**Page 109: *Murderous mist* spell**

Add **[Fire]** after Evocation in the header.

**Page 112: *Puppeteer* spell**

Add **[Mind-Affecting]** after (Compulsion) in the header.

**Page 113: *Remedy moderate wounds* spell**

Make sure same as in *Masters of the Wild* or vice versa.

**Page 113: *Reveille* spell**

Cut **Sonic** from the second line of the header.

**Page 114: *Rosemantle* spell**

Add **[Light]** after Abjuration in the header.

**Page 115: *Scent* spell**

Saving Throw: Will negates (harmless)

**Page 115: *Scintillating sphere* spell**

If it's the same as *fireball*, make Range **Long**.

**Page 117: *Shroud of undeath*, 3rd paragraph**

Change: You are treated as if you were undead for the purpose of all spells and effect

To: You are treated as if you were undead for the purpose of all spells and effects that specifically affect undead creatures.

**Page 119: *Skeletal guard* spell**

Add **[Evil]** after Necromancy in the header.

**Page 119: *Skull of secrets* spell**

Add **[Fire]** after (Shadow) in the header.

**Page 120: *Songbird* spell**

Target: You

**Page 120: *Spectral stag* spell, last paragraph on this page**

Cut: The stag cannot be attacked or damaged, but  
Capitalize: **If** in the remaining sentence fragment.

**Page 121: *Spell engine* spell**

Add **[Force]** after Abjuration in the header.

**Page 121: *Speechlink* spell**

Saving Throw: Will negates (harmless)  
Spell Resistance: Yes (harmless)

**Page 125: *Summon undead I* spell**

Change: [see text] in the header  
To: **[Evil, see text]**.

**Page 126: *Summon undead II* spell**

Change: [see text] in the header  
To: **[Evil, see text]**.

**Page 126: *Summon undead III* spell**

Change: [see text] in the header  
To: **[Evil, see text]**.

**Page 126: *Summon undead IV* spell**

Change: [see text] in the header  
To: **[Evil, see text]**.

**Page 126: *Summon undead V* spell**

Change: [see text] in the header  
To: **[Evil, see text]**.

**Page 127: *Tirumael's energy spheres* spell**

Change duration to: 1 round/level or until discharged.  
Second paragraph, add between "On your turn" and "you can direct": as a standard action

Add after the last paragraph but above the Material Component line: When used to attack a creature with spell resistance, make one SR roll for all spheres that attack the target in a round. Success or failure applies to all spheres striking the creature that round.

**Page 128: *Translocation trick* spell**

Add **[Teleportation]** after Transmutation in the header.

**Page 129: Caption**

The caption for the illustration should read: **undead bane weapon**.

**Page 130: *Understand device* spell**

Change: +4  
To: +10

**Page 131: *Wall of evil* spell**

Should have the **[Evil]** designator, not **[Chaotic]**.

**Page 132: *Wall of law* spell**

Should have the **[Lawful]** designator, not **[Chaotic]**.

**Page 133: *Mystra's weapon***

Mystra's weapon should be shuriken.

**Page 134: *Wieldskill* spell**

Change Duration to: 1 minute/level or until discharged  
Rephrase to: +10 competence bonus on a single skill of your choice.

**Page 140: Text for the *Jumping* quality for weapons**

This weapon used to have an additional ability: that you could touch it to an item and "throw" the targeted item to an area within 30 ft. (normally to throw something to a friend). That was cut, but the price was left unchanged and the *mage hand* prerequisite was left in the stat block. The prerequisite for its *feather fall* ability is also missing. The item's stat block should be:

*Caster Level:* 1st; *Prerequisites:* Craft Magic Arms and Armor, *feather fall*, *jump*; *Market Price:* add +8,400 gp.

**Page 142: *The Fist***

It is made of adamantine (which would give it a natural +1 enhancement bonus) and has been crafted with a +2 enhancement bonus from magic. These plusses don't stack (they're enhancement bonuses.) It should be listed as: +1 enhancement bonus from adamantine, +2 enhancement bonus from magic.

**Page 146: *Ring of dragons***

Should have *Rary's telepathic bond* as a prerequisite.

**Page 152: Table 6–9, Minor Wondrous Items**

Smokepowder: Change price from 25 gp to 16 gp.

**Page 153: Table 6–9, Medium Wondrous Items**

*Torque of the Goddess:* Change to *Torque of the Goddess* +2.

**Page 161: *Instrument of the winds***

First paragraph: Add sentence: The instrument can summon only one elemental per day.

**Page 162: Mierest's starlit sphere**

Change: Objects within the area of its light are viewed as if with a true seeing spell.

To: For ten minutes each day, the bearer may command the orb to shed a blue-white radiance with a 15-foot radius. Any creature or object within the radiance is revealed as if all viewers possessed true seeing. The duration of the true seeing effect need not be continuous rounds.

**Page 165: Smokepowder**

Market Price:

Change: 25 gp

To: 16 gp

**Page 166: Torque of the Deity**

Rename: *Torque of the Deity*

To: *Torque of the Goddess*

**Page 178: Weapon damage**

weapon damage 1d8 or higher should be +2, not +1

**Page 179: Hizagkuur**

Market Price Modifier, Weapon:

Change: +1,500 gp

To: +3,000 gp.

**Page 181: Mule Pollen, last sentence**

Change: *neutralize poison*

To: *remove disease*.

**Page 187: Talatha stat block, possessions**

Strike: *eye of Angalar, girdle of fire, stone of magic missiles*

Add: *staff of thunder and lightning*.

The item's stat block should actually be:

*Caster Level: 1st; Prerequisites: Craft Magic Arms and Armor, feather fall, jump; Market Price: add +8,400 gp.*