

FORGOTTEN REALMS® Campaign Setting Errata

Here are the rules corrections and official errata for the first printing of the *FORGOTTEN REALMS Campaign Setting*. These corrections are being incorporated into the 2nd printing of the book. Additional, typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have; contact custserv@wizards.com. Thanks and good gaming!

p. 7, Elminster:

Elminster's CR: Change from 45 to 39.

Also, change "Knowledge (local)" to "Knowledge (Dalelands)" in his skill list.

p. 8, Character Races:

Last sentence of this paragraph reads: "Humans, half-elves, and half-orcs don't have any specific subraces in Faerûn..."

Change to: "Humans and half-orcs don't have any specific subraces in Faerûn..."

p. 9, Character Region:

Second sentence of this page reads: "If you choose a region that matches your character's race or class..."

Change to: "If you choose a region where your character's class is favored..."

p. 9, Region-Based Skills:

Replace this header and the two following paragraphs with this text:

Region-Specific Skills

A character's region may also affect his or her list of skills. As a general rule, characters with the Knowledge skill often focus on the region in which they grew up, although characters may focus on regions in which they have lived as adults or which they have studied in books.

Regional Focus: A character may choose to add a regional focus to the geography, history, nature, nobility and royalty, or religion areas of the Knowledge skill. The regional focus provides a +2 bonus to Knowledge skill checks that pertain to the region in question. For example, a character may choose Knowledge (Sembian history) instead of Knowledge (history) in order to be particularly adept at Knowledge (history) checks pertaining to the Sembia region.

Local Knowledge: The Knowledge (local) skill per se does not exist in the Forgotten Realms campaign. Instead, a character who chooses the Knowledge (local) skill *must* specify the region his local knowledge applies to. For example, a character familiar with legends and personalities of Sembia would simply take the Knowledge (Sembia) skill.

p. 13, Drow, Regions:

Add after last sentence: "Drow hailing from Cormanthor or the High Forest may instead choose the Wood Elf region and its associated feats and equipment."

p. 13, Drow, Racial Abilities:

Add the following bullet:

- Proficient with either rapier or short sword; proficient with hand crossbow and light crossbow. This replaces the standard elven weapon proficiencies.

p. 15, Wild Elves: Add the following line:

- Favored class: Sorcerer.

Wood Elves: Add the following line:

- Favored class: Ranger.

p. 23, in Table 1–3:

Lathander: Change "...Sembia, Western Heartlands" to "Sembia, Waterdeep, the Western Heartlands"

p. 23, in the list of nature deities:

Replace Cyrrollalee with Sheela Peryroyl.

p. 28, Character Region, Equipment:

1st sentence: Change "...preferred for his character class or race." to "...preferred for his character class."

Also, 1st paragraph: Add at end of paragraph, "If multiple choices for bonus equipment are available in a region, you may choose only one of the options listed."

p. 36, Inscribe Rune:

Change Base Price to Market Price and cut the last sentence here.

p. 37, Mind Over Body:

Benefit: Add after 1st sentence: “(For all ensuing levels, you revert to your Constitution modifier.)”

p. 37, Persistent Spell:

Second sentence Change: “Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged.”

To “Spells of instantaneous duration, spells with a range of touch, and spells whose effects are discharged cannot be affected by this feat.”

p. 43, Change the last three Base Attack Bonus values in the Divine Disciple table to +2, +3, and +3.

p. 43, *Lay on Hands* class feature of the divine champion class:

Change “1 point of damage per divine champion level plus her Charisma bonus”

To “1 point of damage per divine champion level times her Charisma bonus”

p. 48, Hierophant, Requirements, Skills:

Change “Knowledge (religion) 15 ranks.”

To “Knowledge (religion) or Knowledge (nature) 15 ranks.”

p. 52, table:

Change “Rune Caster Base Price”

To “Rune Caster Cost to Create”

p. 58, Triggering Runes:

1st paragraph: Add to end of paragraph: “Triggering a rune deliberately is a standard action.”

p. 63, Family domain granted power:

Add “Once per day” to the beginning of the granted power’s description.

p. 70, Great Shout:

Strike the existing spell and replace with the version below:

Great Shout

Evocation [Sonic]

Level: Brd 6, Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Line 5 ft. high and 5 ft. wide, and a cone (see text)

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes (object)

You emit a thunderous, devastating yell. The primary effect is a line of intense sonic energy 5 feet high and 5 feet wide and as long as the spell’s range. Stone, crystal, and metal objects in the area take 20d6 points of damage. Creatures holding vulnerable objects can attempt Reflex saves to negate the damage. Objects that survive the spell’s primary effect are not subject to the secondary effect.

The spell’s secondary effect is a cone of sound centered on the line. Creatures within the cone suffer 10d6 points of damage, and they are stunned for 1 round and deafened for 4d6 rounds. A successful Fortitude save negates the stunning and halves both the damage and the duration of the deafness. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of damage per caster level (maximum 20d6). Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a –4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that he tries to cast.

The *great shout* spell cannot penetrate the spell *silence*.

Arcane Focus: A small metal or ivory horn.

p. 96, Alchemical Sleep Gas:

2nd paragraph: Change “...fall asleep for 1 round. After 1 round, the...”

To “...fall asleep for 1 minute. After 1 minute, the...”

p. 97, Blade Boot:

Replace the entire item description with the following text:

Blade Boot: Custom-fitted to the wearer’s boot, this device consists of a sturdy sole assembly concealing a spring-loaded dagger. The buyer can add one blade to either of his boots at the given cost, or buy a matched set for double the amount.

The wearer’s movement is not impaired when the blades are retracted. With one or both blades extended, the wearer cannot run or charge. A monk using a blade boot can strike with his unarmed base attack, including his more favorable number of attacks per round, for normal blade boot damage. The Weapon Finesse feat can be applied to blade boots.

A character proficient in the blade boot can attack with single blade boot as his primary weapon, or with two blade boots as if attacking with two weapons, provided he makes no attacks with his hands. He can instead choose to attack with a weapon in his primary hand and use a single blade boot as his off-hand weapon, but in this case he cannot attack with an off-hand weapon in his secondary hand. A character cannot attack with a primary weapon, an off-hand weapon, and a blade boot in the same round unless he knows the Multiweapon Fighting feat described in the *Monster Manual*.

A character wearing blade boots gains a +4 bonus on Escape Artist checks made to escape from rope bonds.

p. 117, Dalelands Map:

Scale bar: Change scale bar to read “80” instead of “40”.

p. 174, North map, scale bar:

Change scale bar to read “80” instead of “40”. Make it 1 inch long.

Move Olostin’s Hold icon to other side of road, right up under the eaves of the forest.

p. 190, Important Sites, Selgaunt:

4th sentence: Change “(N male human Nob4/Wiz3)” to “(N male human Ari4/Wiz3)”

p. 193, Plots and Rumors, The Runaway Guardsman:

2nd paragraph, 2nd sentence: Change “...not in the hands of their enemies”

To “...now in the hands of their enemies”.

p. 235, Bane’s portfolio:

Cut “strife” and capitalize “hatred”

p. 235, Cyric’s portfolio:

Add “strife”

p. 239:

Add "strife" to Cyric's portfolio

p. 247, Mystra's writeup, 2nd paragraph, sentence that currently says:

Sites dedicated to the goddess are enhanced by the Weave to allow any spell cast by her clerics while in one of those sites to have one metamagic effect without the requisite need to take up a higher-level spell slot.

Should be amended to:

Sites dedicated to the goddess are enhanced by the Weave to allow any spell cast by her clerics while in one of those sites to have one metamagic effect without the requisite need to take up a higher-level spell slot (the metamagic effect ends if the target of the spell leaves the site).

p. 273, 1st col., Cult Wizard:

Change feats from: “Brew Potion, Great Fortitude, Scribe Scroll, Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Spell Penetration (Necromancy)”

To “Brew Potion, Exotic Weapon Proficiency (claw bracer), Great Fortitude, Scribe Scroll, Spell Focus (Necromancy), Greater Spell Focus (Necromancy)”

p. 275, Khelben, Special Qualities:

Chosen Spell-like Abilities: Delete “wraithform”, insert “*gaseous form*” in alphabetical order on list.

p. 276, Alustriel, Wizard Spells per Day:

Change: “Base DC = 18 + spell level, 20 + spell level for enchantment and transmutation”

To “Base DC = 17 + spell level, 19 + spell level for enchantment and transmutation”

p. 287, Creatures, Hinnar

Special Qualities: Change “Specialist Defense: Adds +1 to DC for all saving throws against her transmutation spells.”

To “Specialist Defense: +1 bonus to all saving throws against transmutation spells.”

Also: Spellbook: Strike *ray of frost* from her 0-level spells.

p. 288, Changes to Table 8–1 (Level Adjustments):

Aarakocra from +1 to +2

Bugbear from +3* to +4*

Centaur from +5* to +7*

Hobgoblin from +0 to +1

Hybsil from +1 to +2

Kir-lanan from +6* to +8*

Lizardfolk from +2* to +4*

Ogre from +5* to +8*

Shade(tt) from +2 to +5
Troll from +8* to +11*
Wemic from +7* to +8*
(tt) Character must be at least 5th level.

p. 303, 2. Fiery Hallway:

Trap: Change 3rd sentence from “Creatures in the target area suffer attacks from four of the flasks, while all creatures within 5 feet of the target areas take splash damage (and each of the target areas takes splash damage from the other target areas’ flasks).”

To “Each creature within the target area is attacked by up to two flasks. Any additional flasks simply crash to the floor for splash damage. All creatures outside but within 5 feet of the target squares take splash damage, and all creatures within each of the target squares take splash damage from all flasks falling in the other target square.”

Also:

Alchemist’s Fire stat line: Change “CR 2” to “CR 4”

Alchemist’s Fire stat line: Change “1d6 fire” to “1d6 fire per flask”.

p. 303, Complex Acid Trap:

Glyph of Warding stat line: Change “CR3” to “CR4”

Also, **Acid Flask and Thunderstone Trap:** CR 8; +5 ranged touch (1d6 acid, 1 acid splash); sonic attack (Fortitude save DC 15 for each thunderstone); Search (DC 20, possible only if searcher first succeeds at a DC 17 Will save against *illusory wall* in ceiling); Disable Device (DC 28).

p. 303, 6. Werewolf Lair:

Creatures: Change “Creatures (EL 12)” to “Creatures (EL 11)”

p. 304, 7. Cleric’s Chamber:

Glyph Trap stat line: Change “CR 3” to “CR 4”

p. 304, Varlae:

Spells Prepared. 4th level: Change “emotion” to “emotion (hate)”

p. 306, 12. Glyph Traps:

Glyph of Warding trap stat line: Change “CR 3” to “CR 4”

p. 309, Riding Lizard, last sentence: Replace the last sentence (“A light load for a riding lizard...”)

With: “A light load for a riding lizard is 233 pounds or less, a medium load is 234 to 466 pounds, and a heavy load is 467 to 700 pounds.”

p. 309, Tressym:

The 2nd line of the tressym's skills entry (“Silently +9, Spot +4”) is currently under the first column. It needs to be shifted right to the tressym column.

p. 313, Kir-Lanan Gargoyle:

First full sentence this page: Change "but it must hit with a regular touch attack"

To "but it must hit with a regular melee attack."

p. 314, Shade:

Special Qualities, Invisibility: Change “once per turn” to “once per round”

Also, Add "The shade can only use this ability on itself." to the end of this ability description.

p. 315, Sample Shade, Leevoth:

Special Qualities: Change “120-ft. darkvision,” to “shadesight”

Special Qualities: Change “shadow blend” to “invisibility”

Special Qualities: Change “mirror image” to “shadow image”

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