

Player's Guide to Faerûn Errata

Page 13: Table 1–2: Human Regions

Please add the following regions to the table.

Region: Nimbral
Recommended Subraces: Halruaan
Automatic Languages: Halruaan
Bonus Languages: Chultan, Dambrathan, Durpari, Halfling, Midani, Tashalan
Favored Deities: Azuth, Cyric, Mystra
Regional Feats: Arcane Schooling, Magical Training, Saddleback, Spellwise
Bonus Equipment: (A) Scroll of *invisibility* and 6 1st-level arcane spells, or (B) *Wand of silent image* (CL 1st, 20 charges)

Region: Samarach
Recommended Subraces: Chultan, Tashalan
Automatic Languages: Chultan
Bonus Languages: Draconic, Dwarven, Goblin, Tashalan, Yuan-ti
Favored Deities: Kossuth, Lathander, Malar, Set, Sharess, Ubtao
Regional Feats: Foe Hunter, Militia, Snake Blood
Bonus Equipment: (A) Scimitar* or composite shortbow*, or (B) potion of *bear's endurance*

Region: Tharsult
Recommended Subraces: Calishite, Shaaran
Automatic Languages: Alzhedo
Bonus Languages: Aquan, Chultan, Halfling, Tashalan, Yuan-ti
Favored Deities: Ilmater, Selûne, Shar, Tyr, Valkur, Waukeen
Regional Feats: Mercantile Background, Silver Palm, Snake Blood, Stormheart
Bonus Equipment: (A) Cutlass* or blade boot*, or (B) studded leather armor* and potion of *blur*

Region: Thindol
Recommended Subraces: Chultan, Tashalan
Automatic Languages: Tashalan
Bonus Languages: Chultan, Dwarven, Goblin, Shaaran, Yuan-ti
Favored Deities: Lathander, Lliira, Malar, Savras, Set, Tymora
Regional Feats: Fleet of Foot, Foe Hunter, Militia, Snake Blood, Tireless
Bonus Equipment: (A) Cutlass* or blade boot*, or (B) studded leather armor* and potion of *blur*

Region: Underdark (Old Shanatar)
Recommended Subraces: Calishite, Tethyrian
Automatic Languages: Dwarven

Bonus Languages: Aquan, Alzhedo, Chondathan, Elven, Undercommon

Favored Deities: Grumbar, Mask, Shar, Shaundakul, Talona, Talos
Regional Feats: Dauntless, Resist Poison, Swift and Silent

Bonus Equipment: (A) Battle axe* or dagger*, or (B) chain shirt*

Page 20: Table 1–3: Dwarf Regions

Delete the following regional feat from the Regional Feats column of the Underdark (Northdark) region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 20: Table 1–3: Dwarf Regions

Please add the following region to the table.

Region: Underdark (Earthroot)
Recommended Subraces: Shield dwarf
Automatic Languages: Dwarven, Undercommon
Bonus Languages: Elven, Giant, Goblin, Orc, Terran
Favored Deities: Moradin
Regional Feats: Blooded, Bullheaded, Dauntless
Bonus Equipment: (A) Battleaxe* or light crossbow*, or (B) potion of *cure moderate wounds* and scale mail*

Page 22: Table 1–4: Elf Regions

Delete the following regional feat from the Regional Feats column of the Cormanthor Drow region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 22: Table 1–4: Elf Regions

Please add the following region to the table.

Region: The Outer Sea
Recommended Subraces: Aquatic elf
Automatic Languages: Aquan, elven
Bonus Languages: Alzhedo, Chondathan, Draconic, Illuskan
Favored Deities: Deep Sashelas
Regional Feats: Blooded, Survivor
Bonus Equipment: (A) Trident* or dagger*, or (B) potion of *cure moderate wounds* and studded leather armor*

Page 25: Table 1–6, Half-Elf Regions

Please add the following region to the table.

Region: The High Forest
Recommended Subraces: Half-moon elf, half-wood elf
Automatic Languages: Elven, Illuskan
Bonus Languages: Chondathan, Giant, Goblin, Orc, Sylvan

Favored Deities: Lurue, Mielikki, Rillifane Rallathil, Silvanus
Regional Feats: Fleet of Foot, Forester, Treetopper
Bonus Equipment: (A) Composite longbow* or longsword*, or (B) potion of *cure moderate wounds* and studded leather armor*

Page 26: Table 1–7, Halfling Regions

Please add the following regions to the table.

Region: Amn
Recommended Subraces: Lightfoot halfling
Automatic Languages: Chondathan
Bonus Languages: Alzhedo, Draconic, Giant, Illuskan, Orc
Favored Deities: Halfling pantheon
Regional Feats: Cosmopolitan, Mercantile Background, Silver Palm, Street Smart
Bonus Equipment: (A) Light crossbow* or dagger*, or (B) potion of *cure moderate wounds* and studded leather armor*
Region: Calimshan
Recommended Subraces: Lightfoot or strongheart halfling
Automatic Languages: Alzhedo
Bonus Languages: Auran, Chondathan, Draconic, Ignan, Shaaran
Favored Deities: Brandobaris
Regional Feats: Mercantile Background, Street Smart
Bonus Equipment: (A) Scimitar* or dagger*, or (B) potion of *levitate* and 3 thunderstones

Region: The North
Recommended Subraces: Lightfoot Halfling
Automatic Languages: Illuskan
Bonus Languages: Chondathan, Dwarven, Elven, Giant, Orc
Favored Deities: Halfling pantheon
Regional Feats: Foe Hunter, Swift and Silent
Bonus Equipment: (A) Composite longbow* or shortsword*, or (B) chain shirt*

Page 27: Table 1–8: Half-Orc Regions

Delete the following regional feat from the Regional Feats column of the Chessenta, The Hordelands, The North, and Thesk regions: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 29: Table 1–9, Planetouched Regions

Please add the following regions to the table.

Region: Impiltur
Recommended Subraces: Tiefling
Automatic Languages: Damaran
Bonus Languages: Abyssal, Aglarondan, Chessentan, Chondathan, Dwarven, Goblin, Turmic
Favored Deities: Bane, Cyric, Ilmater, Tymora, Waukeen
Regional Feats: Dreadful Wrath, Thug

Bonus Equipment: (A) Bastard sword* or morningstar* or (B) thieves' tools* and studded leather armor*

Region: Silver Marches
Recommended Subraces: Tiefling
Automatic Languages: Illuskan
Bonus Languages: Abyssal, Chondathan, Dwarven, Elven, Giant, Goblin, Orc
Favored Deities: Bane, Cyric, Lathander, Oghma, Silvanus, Talos
Regional Feats: Dreadful Wrath, Thug
Bonus Equipment: (A) Longsword* or rapier*, or (B) 2nd-level spell scroll (arcane or divine) and studded leather armor*
Region: Western Heartlands
Recommended Subraces: Tiefling
Automatic Languages: Chondathan
Bonus Languages: Alzhedo, Elven, Giant, Goblin, Infernal, Orc
Favored Deities: Bane, Cyric, Lathander, Mask, Oghma, Tempus
Regional Feats: Dreadful Wrath, Street Smart, Thug
Bonus Equipment: (A) Bastard sword* or greatsword*, or (B) potion of *lesser restoration*

Page 28: Other Racial Regions

Remove the Cormanthyr entry from the description of regions.

Add the following to the description of regions.

Delimbiyr Vale: The fey'ri haunt the upper reaches of the Delimbiyr Vale, lurking in secret lairs in the nearby High Forest.

Page 30: Table 1–10, Regions for Other Races

Please add the following regions to the table.

Region: Delimbiyr Vale
Recommended Subraces: Fey'ri
Automatic Languages: Elven
Bonus Languages: Abyssal, Chondathan, Dwarven, Giant, Illuskan
Favored Deities: Ghaunadaur, Shevarash
Regional Feats: Blooded, Magic in the Blood
Bonus Equipment: (A) Longsword* or dagger* or (B) chain shirt*

Region: The Far Hills
Recommended Subraces: Kir-lanan
Automatic Languages: Kir-lanan
Bonus Languages: Abyssal, Chondathan, Draconic, Giant, Infernal, Orc
Favored Deities: None
Regional Feats: Dreadful Wrath, Magic in the Blood
Bonus Equipment: (A) Longspear* or spiked chain*, or (B) chain shirt*

Region: The High Forest
Recommended Subraces: Centaur
Automatic Languages: Sylvan
Bonus Languages: Chondathan, Draconic, Elven, Giant, Illuskan, Orc
Favored Deities: Lurue, Mielikki, Rillifane Rallathil, Silvanus
Regional Feats: Forester, Furious Charge
Bonus Equipment: (A) Composite long bow* or greatclub*, or (B) Studded leather armor*

Page 31: Table 1–10: Regions for Other Races

Delete the following regional feat from the Regional Feats column of the Underdark (Slopdilmonpolop) region: Daylight Adaptation. The feat Daylight Adaptation is no longer a regional feat.

Page 33: Arcane Schooling [Regional] Feat

Add the following paragraph to the end of the feat description, under the indented Special header:
If you are a specialist wizard and you choose either sorcerer or wizard as the selected class for this feat, you may activate spell-trigger items of your opposing school.

Page 34: Table 1–14: Feats

Add the following line to the table, before the Delay Spell feat line:

Feat Name	Prerequisite	Benefit
Daylight Adaptation	—	Ignore vulnerability to sunlight or bright light.

Page 35: Blooded [Regional] Feat

Add fey'ri (Delimbiyr Vale) to the Prerequisite section.

Page 36: Table 1–15: Regional Feats

Strike Daylight Adaptation from the list of regional feats.

Page 37: Dauntless [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 37: Daylight Adaptation [Regional] Feat

Daylight Adaptation is no longer a regional feat. The Prerequisites section the Special section at the end should be ignored and deleted.

Page 38: Dreadful Wrath [Regional] Feat

Add kir-lanan (Far Hills) to the Prerequisite section.

Page 39: Foe Hunter Feat

Add the following paragraph to the end of the feat's description:
Special: If you are a ranger with a favored enemy that matches your Foe Hunter favored enemy, the favored enemy bonuses stack.

Page 39: Forester [Regional] Feat

Add centaur (High Forest) to the Prerequisite section.

Page 39: Furious Charge [Regional] Feat

Add centaur (High Forest) to the Prerequisite section.

Page 39: Horse Nomad [Regional] Feat

Remove Human (Nimbral) from the Prerequisite section.

Page 40: Magic in the Blood [Regional] Feat

Add fey'ri (Delimbiyr Vale) and kir-lanan (Far Hills) to the Prerequisite section.

Page 41: Mercantile Background [Regional] Feat

Add Halfling (Calimshan) to the Prerequisite section.

Page 43: Resist Poison [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 45: Swift and Silent [Regional] Feat

Add Human (Old Shanatar) to the Prerequisite section.

Page 48: Arcane Devotee Prestige Class

Please make the following change to the prestige class's Requirements:
Knowledge (religion) 5 ranks

Page 49: Arcane Devotee Prestige Class

Please make the following change to the Divine Shroud class feature:

The second sentence of the class feature description should read, "This ability functions like the *spell resistance* spell (caster level equals arcane spellcaster level), except that the *divine shroud* is of a color appropriate to the arcane devotee's patron."

Page 51: Divine Champion Prestige Class

Please make the following change to the Smite Infidel class feature:

Replace the first sentence of the class feature description with the following: "Once per day, a divine champion of at least 3rd level may attempt to smite a creature that has a different patron deity with one normal melee attack. Creatures of Intelligence 2 or less do not have patron deities and are not subject to this attack, but creatures of Intelligence 3 or higher who do not choose patron deities are."

Page 63: Incantatrix Prestige Class

Please add the following sentence to the end of the Instant Metamagic class feature description:
The incantatrix cannot use this ability if the metamagicked spell would normally use a spell slot of a higher level than she can cast.

Page 67: Morninglord of Lathander Prestige Class

The Morninglord of Lathander's skill points per level are missing:

Skill Points at Each Level: 2 + Int modifier.

Page 74: Table 2–19: The Shadow Thief of Amn

The sneak attack damage for the 5th-level shadow thief of Amn (+3d6) was dropped inadvertently from the table.

Page 75: Spellguard of Silverymoon Prestige Class

Under Requirements, delete the following:

Region: Silverymoon or Silver Marches.

Page 80: Initiate of Ilmater [Initiate] Feat

The second and third sentences of the Benefit section should read as follows:

You can bestow a number of temporary hit points equal to the target's Hit Dice $\times 3$ in this manner. These temporary hit points last up to 1 hour.

Page 81: Initiate of Selûne [Initiate] Feat

Delete "hathran" from the feat's Prerequisites.

Page 103, *Fleshshiver* Spell

The third sentence should read: "In the following round, it must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds."

Page 103: *Handfire* Spell

The *handfire* spell duration should change as follows:

Duration: 1 min./level or until discharged

Page 114: *Summon Undead I* Spell

Add the following sentence to the spell description: "No undead creature you summon can have more Hit Dice than your caster level +1."

Page 128: Epic Hammer of Moradin

Delete the Spells paragraph. The hammer of Moradin doesn't cast spells.

Page 132: Netherese Arcanist

Under the Requirements section, the Feats requirements should be as follows:

Feat: Improved Spell Capacity.

Page 177: Touch of Hate [Vile] Feat

Under the Prerequisite section, change Vile Spell to Violate Spell.