

Eberron Campaign Setting Errata

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. Exceptions to the rule will be called out specifically. (Updates are in orange shaded type.)

Page 23: Warforged Racial Traits

One of the warforged's racial traits is written as follows:

—A warforged cannot heal damage naturally.

This racial trait should be clarified as follows:

—A warforged cannot heal lethal damage naturally.

Page 31: Artificer—Infusions

In the Infusions class feature, fourth paragraph, delete the last sentence (“Infusions never allow saving throws.”) and replace it with “The save DC is Intelligence-based.”

In the Infusions class feature, the first sentence of the eighth paragraph should read as follows:

Like a spellcaster, an artificer can apply metamagic feats he knows to his infusions.

Page 32: Artificer—Item Creation

Magic items created by an artificer are considered neither arcane nor divine.

Page 32: Artificer—Craft Homunculus

The Craft Homunculus class feature uses the example of building the basic homunculus described in the *Monster Manual*. Although it's not clearly stated, an artificer can use this ability to construct other types of homunculi (such as the ones found on pages 284–287 of the *Eberron Campaign Setting*). The same rules apply.

Page 32: Artificer—Bonus Feats

The artificer gets Craft Wand as a bonus feat at 6th level, not 7th level. Both the text and the table are incorrect.

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Page 32: Artificer—Metamagic Spell Trigger

The artificer gets the metamagic spell trigger ability at 7th level, not 6th level. Both the text and the table are incorrect.

Page 33: Gnome Artificer Starting Package

The gnome artificer starting package's feat choice should be Magic Aptitude, not Magic Affinity as indicated.

Page 46: Craft—Skill Description

Add the following paragraph to the end of the Repair Warforged section:

Repairing warforged requires some crafting expertise. This particular use of the Craft skill cannot be performed untrained.

Page 47: Speak Language

The following line got dropped from the table:

Language	Typical Speakers	Alphabet
Gnome	Gnomes	Dwarven

Page 49: Feats Table—Item Creation Feats

Remove the superscript “2” after the feats Exceptional Artisan, Extraordinary Artisan, and Legendary Artisan. Each feat can be taken once only, not multiple times.

Page 60: Shifter Ferocity—Feat Description

Additional text must be added to the Shifter Ferocity feat for clarity. The added text is indicated below in red type:

Shifter Ferocity [Shifter]

You are a tenacious combatant, continuing to fight when others would succumb to pain and injury.

Prerequisites: Shifter, Wis 13.

Benefit: While shifting, you continue to fight without penalty if you are disabled or dying. **This has the following specific game effects:**

When reduced to 0 hp, you may act as if you weren't disabled (that is, you ignore the normal restriction to only a single move or standard action per round). You do not lose 1 hp for performing a standard or otherwise strenuous action while at 0 hp.

When reduced to –1 to –9 hp, you do not fall unconscious. You do not automatically lose 1 hp each round when at –1 to –9 hp.

When your current hit points drop to –10 or lower, you immediately die.

Page 69: The Dark Six

Add the following sentence to the introductory paragraph of this section:

Taken as a whole, the pantheon is neutral evil, and its favored weapon is the kama.

Page 81: Heir of Siberys Prestige Class

The Siberys Mark of Making grants the spell-like ability of *true creation* once per day. Add the following sentence to the Mark of Making paragraph:

The heir of Siberys must pay the normal XP cost of the *true creation* spell (see page 117) each time he uses this ability.

Page 81: Rurik d’Kundarak

Rurik d’Kundarak does not meet the skill prerequisites of the heir of Siberys prestige class. He should have the following skills: Climb +18, Intimidate +13, Jump +8, Listen +6, Spot +6.

Page 84: Warforged Juggernaut—Class Features

The first sentence of the Healing Immunity class feature requires added text (indicated in red type):

Starting at 3rd level, as a warforged juggernaut becomes more like a construct and less like a living creature, it becomes immune to the effects of spells from the healing subschool that heal hit point damage. In addition, it can no longer benefit from the effects of consumable spells and magic items, such as *heroes’ feast* and potions.

At 5th level, the warforged juggernaut becomes immune to the effects of all spells from the healing subschool.

Page 85: Battering Ram

Battering Ram, the warforged juggernaut, has the following item listed under its Possessions: *swordbond* with +1 *battleaxe*. Remove the words “*swordbond* with.” He simply carries a +1 *battleaxe*.

Page 86: Weretouched Master

Add the following text to the weretouched master’s Alternate Form ability description:

Assuming an alternate animal or hybrid form is a standard action that requires the weretouched master to spend one of his daily uses of the shifting ability. However, assuming an alternate animal or hybrid form is not the same as “shifting” and does not impart any of the benefits of shifting. For example, a razorclaw shifter does not gain any of his razorclaw shifter traits upon assuming an alternate animal or hybrid form.

A weretouched master cannot use his shifting ability while in alternate form. He can remain in animal or hybrid form until he decides to revert to his natural form (also a standard action).

Page 91: Town Size Table

Minor magic items available in a small town include 3rd-level potions (not 4th-level potions, as indicated in the table).

Page 109: Bolts of Bedevilment—Spell Description

The *bolts of bedevilment* spell has a duration of 1 round/level, not 2 rounds/level as indicated.

Page 119: Weapon Illustration Caption

The weapon labeled “Talenta tangat” is actually a Valenar scimitar. See page 204 for an illustration of a halfling holding a Talenta tangat.

Page 120: Weapons Table

The Talenta sharrash should have a critical threat range of 19–20/x2, not 19–20/x4.

The Xen’drik boomerang’s damage Type should be “Bludgeoning or piercing,” not just “Bludgeoning.”

Page 130: Time

In the first paragraph on the page, the second sentence should read as follows: The months correspond to the twelve moons of Eberron and share their names. Delete the part of the sentence that reads, “the prominent moon carries the name of the month in which its orbit brings it closest to the planes.”

Page 230: Typical Silver Flame Priest

The typical Silver Flame priest should have the feat Martial Weapon Proficiency (longbow). This feat was dropped accidentally from the priest’s stat block.

Page 231: Typical Dragon Below Cultist

The typical Dragon Below cultist is missing one feat. We suggest giving the cultist the Toughness feat (+3 hit points).

Page 241: The Gatekeepers

In the second paragraph of The Gatekeepers section, Vvaraak is referred to as a green dragon. This is an error; Vvaraak is a black dragon.

In the third paragraph of The Gatekeepers section, Vvaraak’s name is incorrectly spelled Kharaak.

Page 262: Helm of the Sentinel

One of the item creation prerequisites for the *helm of the sentinel* is Craft Dragonshard Focus. This feat does not exist in the rules and should be replaced with the Craft Wondrous Item feat.

Page 283: Dolgrim

Some of the dolgrim’s statistics are incorrect. Corrections are given below:

Special Qualities: Damage reduction 5/byeskh or magic

Saves: Will +1

Skills: Hide +4

Page 290: Inspired

Replace the Inspired’s Quicken Power feat with the Psionic Body feat. This gives the Inspired +8 hit points, for a total of 19 hit points.

Page 292: Karrnathi Skeleton and Karrnathi Zombie

Apply the following changes to the Karrnathi skeleton’s stat block:

Base Attack/Grapple: +1/+3

Attack: Scimitar +3 melee (1d6+2/18–20)

Full Attack: Scimitar –1 melee (1d6+2/18–20) and scimitar –1 melee (1d6+2/18–20)

Apply the following changes to the Karrnathi zombie’s stat block:

Base Attack/Grapple: +1/+3

Attack: Masterwork longsword +5 melee (1d8+2/19–20)

Full Attack: Masterwork longsword +5 melee (1d8+2/19–20)

Page 309: Cutter's Rage

Cutter's rage lasts for 7 rounds, not 3 rounds as indicated.

Page 317: Saber

Saber (the warforged NPC) should have a touch AC of 11, not 19 as indicated.