



Updates, Errata, and Clarifications

For Monte Cook's Arcana Unearthed

This document offers rules updates and clarifications for Monte Cook's Arcana Unearthed variant player's handbook. The notes here reflect the rules as presented in the "director's cut" edition of Monte Cook's Arcana Evolved.

Errata" are corrections to mistakes in the book. "Clarifications" are examples or further details to explain a tricky rule. "Updates" are changes added to make *Arcana Unearthed* reflective of the material as it currently appears in *Arcana Evolved*. DMs should feel free to ignore the "updates" if they are happy with the rules as they are and have no desire to make things compatible with *Arcana Evolved*; "updates" do not reflect changes necessary for game balance.

This document does *not* include the all-new material from *Arcana Evolved*. This all-new material is as follows:

- the dracha race *
- evolved levels for all races
- levels 21 to 25 of the core classes, including new class abilities for those levels**
- new champions types (justice and knowledge)†
- the ritual warrior class††
- the spirit witchery manifestation
- new subskills, feats, and spell templates
- new magic items and equipment
- new spells, including 10th-level spells‡
- combat rites‡‡
- new Dragon Kith, Esoteric Mage, Knight of the Axe, and Nightwalker, prestige classes
- new monsters, including dragons and evolved creatures
- updated history of the Diamond Throne following the dragons' return
- updated geography including western lands of Pallembor and the southern lands of Skaraven

This document also does *not* refer to the bonus material added to *Arcana Evolved* from *The Diamond Throne* (prestige classes, crystal and crystal-laced equipment, spell catalysts,

monsters, magic items, gazetteer) and the *Arcana Unearthed Player's Guide* (roleplaying and character creation tips, class archetypes, conversion guidelines) that is included in *Arcana Evolved*.

To read this new and bonus material you'll need a copy of *Arcana Evolved*.

CHAPTER TWO: RACES

Page 15: The Spryte Racial Levels (Update)

Second racial level gets +1 level of existing class.

All spell-like abilities are in addition to any other spell-like abilities the character already has. Use the spryte's character level as his caster level and his Charisma as the key ability.

Remove *greater telekinesis* from 3rd-level spryte spell-like abilities.

Page 17: Giant Levels (Clarification)

Add this parenthetical after the words "suffers a -1 penalty to Armor Class and attack rolls" in the second paragraph: (do not make other modifications based on the change in size, such as those suggested in the MM).

Page 18: Litorian Racial Traits (Errata, Update)

Change the litorian's Bonus Languages entry to "Any."

Litorians gain a +2 racial bonus to Survival (no longer Wilderness Survival).

Page 20: Mojh Transformation (Errata)

Add this to the sidebar: The character chooses the transformation in lieu of a feat; it can only occur when the human would normally gain a new or bonus feat. Humans who make this choice must be at least 3rd level.

* Available free in *Sword & Sorcery Insider* (1st Quarter 2005 issue) or online at http://www.montecook.com/cgi-bin/page.cgi?mpress__SSI__05Q1

** Two classes are available free online: the akashic (http://www.montecook.com/cgi-bin/page.cgi?mpress__MCAE__Akashic) and the magister (http://www.montecook.com/cgi-bin/page.cgi?mpress__MCAE__magister)

† Available free online at this website (original versions) http://www.montecook.com/arch__stuff55.html

†† Available free in *Game Trade Magazine* (issue #59, January 2005).

‡ A sampling available free online at http://www.montecook.com/cgi-bin/page.cgi?mpress__MCAE__spells10th. See also the "New Simple Spells" article online http://www.montecook.com/arch__stuff60.html

‡‡ A sampling available free online at http://www.montecook.com/cgi-bin/page.cgi?mpress__MCAE__rites

THE MOJH

Mojh Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Spell-like ability, Sense the Unseen feat for free	—
2	+1	+0	+1	+3	Spell-like abilities	+1 level of existing class
3	+2	+1	+1	+3	Spell-like abilities, +1 natural armor AC bonus	+1 level of existing class

Page 20: Mojh Racial Levels (Update)

Replace the Mojh Racial Levels table with the one shown above, using the notes as explained below.

1st-Level Mojh Spell-Like Ability: At will—*detect magic*. Use the mojhs character level as its caster level.

2nd-Level Mojh Spell-Like Ability: 1/day—*lesser beastskin, levitate, touch of fear*. Use the mojhs character level as its caster level. This is in addition to any other spell-like abilities the character may have.

3rd-Level Mojh Spell-Like Ability: 1/day—*destructive grip, levitate*. Use the mojhs character level as its caster level. This is in addition to any other spell-like abilities the character may have.

Mojh Natural Armor Bonus (Ex): This +1 bonus stacks with the mojhs existing natural armor bonus.

Add to Mojh Racial Traits: Mojh gain a +2 racial bonus to Decipher Script.

Add this sidebar:

Racial Spells Per Day

A few racial levels grant “+1 level of existing class” for spells. When a character gains a level that grants that ability, she gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before taking any racial levels. She does not, however, receive any other benefit a character of that class would have gained (bonus feats, class abilities, and so on). This essentially means that she adds the new racial or evolved level to the level of her previous spellcasting class, then determines spell slots and spells readied accordingly. A character who had more than one spellcasting class before taking racial levels must decide which class receives the bonus level.

Racial levels that grant this bonus also add to the level of a spellcasting class when determining caster level, unless the character is a spryte, a loresong faen, a mojhs, or a verrik, in which case all racial levels add to caster level.

If the character has no levels in a spellcasting class when she takes a racial or evolved level granting her +1 level of existing class, she gains no benefit. However, if she takes a level of a spellcasting class later, she then immediately adds the +1 level of existing class bonus to that class.

Page 21: Runechild Powers (Update)

Damage reduction for levels 19–20 is 15/+1 (or 10/magic).

Page 22: Sibeccai Racial Levels (Errata, Update)

Add to the 3rd-level Sibeccai Racial Levels “Special” column: Weapon Focus and Weapon Specialization for bite attack for free.

Remove Intuit Direction (Wis) from racial “class” skills list; add Survival (Wis).

Page 23: Verrik Racial Levels (Update)

Replace the Verrik Racial Levels table with the one at the bottom of the page, using the notes as explained below:

1st-Level Spell-Like Abilities: 1/day—*detect magic, disorient*; 3/day—*object loresight*. All are in addition to any other spell-like abilities the character already has. Use the verriks character level as his caster level and his Intelligence as the key ability.

2nd-Level Spell-Like Abilities: 1/day—*levitate, mind stab, read mind*. All are in addition to any other spell-like abilities the character already has. Use the verriks character level as his caster level and his Intelligence as the key ability.

Page 24, Random Height and Weight Table (Errata)

Change Litorian Man’s base weight to 180 lbs.

Change Litorian Woman’s base weight to 155 lbs.

Change both Litorian Man’s and Woman’s weight modifier to × (2d6) lbs.

CHAPTER THREE: CLASSES

Throughout the Chapter (Update)

Change any reference to a “long” shield to a “heavy” shield, and all references to “round” shields to “light” shields.

THE VERRIK

Verrik Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Spells
1	+0	+0	+0	+2	Spell-like abilities	+1 level of existing class
2	+1	+0	+0	+3	Spell-like abilities	—
3	+2	+1	+1	+3	+1 Intelligence +1 Wisdom	+1 level of existing class

Page 25: Gaining Levels (Update)

Replace the experience point table with the following new table:

Level	Experience Points Needed
1	0
2	1,100
3	3,300
4	6,600
5	11,000
6	16,500
7	23,100
8	30,800
9	39,600
10	49,500
11	60,500
12	72,600
13	85,800
14	100,100
15	115,500
16	132,000
17	149,600
18	168,300
19	188,100
20	209,000

Page 30, Greater Akashic Ability “Steal Identity” (Clarification)

Right before “It can be used once per day,” add the following text:

This ability functions for one hour for every four class levels the akashic has.

Page 30, The Champion Advancement Table (Update)

- Change Call Shield ability to Call or Imbue Shield.
- Change Call Weapon ability to Call or Imbue Weapon.

Page 31–32, Champion Class Features (Update)

Replace Call Shield ability with this:

Call or Imbue Shield (Sp): A 2nd-level or higher champion can summon a shield of her size and emblazoned with a symbol related to her cause. No one can take this shield from her against her will, although it can be dispelled. The shield has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

If the champion already holds a shield in her hand when she uses this ability, she increases the enhancement bonus of the shield by +1 (if no enhancement bonus, the bonus becomes +1) as she imbues it with power. The imbued shield takes on a symbol related to her cause. Unlike a summoned shield, there is no increase of this additional enhancement bonus based on level.

Starting at 11th level, the shield (summoned or imbued) negates 50 percent of the criticals the champion might suffer. From 18th level on, this critical negation power extends to all the champion’s allies within 10 feet.

Replace Call Weapon ability with this:

Call or Imbue Weapon (Sp): A 7th-level and higher champion can summon a melee weapon she is proficient with, filled with the power of her chosen cause. No one can take the weapon from her against her will, although it can be dispelled. The weapon has a +1 enhancement bonus, with an additional +1 enhancement bonus per five champion levels. It lasts for one minute per champion level and can be called once per day.

If the champion already holds a melee weapon in her hand when she uses this ability, she increases the enhancement bonus of the weapon by +1 (if no enhancement bonus, the bonus becomes +1) as she imbues it with power. Unlike a summoned weapon, there is no increase of this additional enhancement bonus based on level.

Starting at 13th level, the weapon (summoned or imbued) has the *defending* weapon special ability. A *defending* weapon allows the wielder to transfer some or all of the weapon’s enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon’s enhancement bonus at the start of his turn before using the weapon, and the effect to AC lasts until his next turn. A weapon imbued with the *defending* ability that already has that ability gains an additional +1 enhancement bonus instead.

Add to DR 10/+1 in Take on the Mantle class ability: (or 10/magic).

Add to DR 20/+3 in Avatar class ability: (or 15/magic).

Page 34, Champion of Magic (Clarification)

Add the following text to the end of the Dispel Magic class ability: Champions without a Constitution bonus can only use this ability once per week.

Page 34, Champion of Freedom (Clarification, Update)

In the Freedom’s Will ability in the Freedom cause, the phrase “receives a +2 resistance bonus to enchantment spells” should be replaced with the following one: receives a +2 resistance bonus to saving throws against enchantment spells.

Page 35, Focused Devotions: Race (Errata)

The 15th-level ability Smite Racial foes inflicts damage equal to the character’s class level + Charisma bonus (not Constitution bonus).

Page 36, The Greenbond Advancement Table (Update)

Replace “Spiritform” in the greenbond’s 17th-level entry in the “Special” column with Spiritwalk.

Page 37, Greenbond Skills (Errata)

Remove Intuit Direction (Wis) and change Wilderness Survival (Wis) to Survival (Wis).

Change skill points as follows:

Skill Points at 1st level: (4 + Intelligence bonus) × 4

Skill Points at Higher Levels: 4 + Intelligence bonus

Page 37–39, Greenbond Class Features (Clarification)

Replace the second sentence under Spells with the following text: A greenbond may choose to ready any spell he has access to, provided he can cast spells of that level.

Change the name of the “Spiritform” class ability to Spiritwalk.

Page 40, Mage Blade Class Features (Clarification)

Add this line to the Athame class ability: A mage blade with a double weapon as her athame enjoys the benefits granted by this ability on only one end of the weapon.

Page 43, Magister Spell Slots Per Day (Update)

Replace the table with the updated one that appears below.

SPELL SLOTS PER DAY										
Level	0	1	2	3	4	5	6	7	8	9
1	2	1	—	—	—	—	—	—	—	—
2	3	2	—	—	—	—	—	—	—	—
3	3	2	1	—	—	—	—	—	—	—
4	3	3	2	—	—	—	—	—	—	—
5	4	3	2	1	—	—	—	—	—	—
6	4	3	3	2	—	—	—	—	—	—
7	4	4	3	2	1	—	—	—	—	—
8	4	4	3	3	2	—	—	—	—	—
9	5	4	4	3	2	1	—	—	—	—
10	5	4	4	3	3	2	—	—	—	—
11	5	5	4	4	3	2	1	—	—	—
12	5	5	4	4	3	3	2	—	—	—
13	5	5	5	4	4	3	2	1	—	—
14	6	5	5	4	4	3	3	2	—	—
15	6	5	5	5	4	4	3	2	1	—
16	6	6	5	5	4	4	3	3	2	—
17	6	6	5	5	5	4	4	3	2	1
18	6	6	6	5	5	4	4	3	3	2
19	6	6	6	5	5	5	4	4	3	2
20	7	6	6	6	5	5	4	4	3	3

Page 46, The Oathsworn Advancement Table (Update)

In the “Special” column for the 20th-level oathsworn, replace Refuse Mortality with Refuse Harm.

Page 46, Oathsworn Skills (Update)

Replace Intuit Direction (Wis) with Survival as a class skill.

Page 49, Oathsworn Class Features (Update)

Replace the Refuse Mortality class ability with the following:

Refuse Harm (Su): The 20th-level oathsworn’s devotion is so strong that his flesh turns away blades and barbs. The oathsworn gains DR 5/+1 (or 5/magic).

Page 50, Runethane Skills (Update)

Add Search to the Runethane’s class skill list.

Pages 50–54, Runethane Class Features (Clarifications)

In the Runes class feature, at the end of the paragraph that begins “A touch trigger rune is placed...” add this sentence at the end: Intentionally activating a touch-trigger rune is a standard action.

In the Runes class feature, in the paragraph that begins “If a spell level requirement is ever needed...” replace the words “greater as 8th” with this: greater as 6th, runes of power as 8th.

In the Runes class feature, add this statement: A runethane always knows his current rune total, so even if one of his runes is triggered out of his normal perception, he is aware that his potential rune maximum available has increased (but he gains no importation beyond that).

In the Runes class feature, add this statement to the end of the touch-triggered rune section: If a character (including the runethane) wishes to intentionally trigger a touch-triggered rune, it requires a standard action to do so.

In the Lesser Rune class ability, under *Rune of Conjuring*, add these sentences at the end: If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched it, no matter who it is.

Add this line to the Erase Rune class ability: The runethane must be within 25 feet of a rune to erase it.

In the Advanced Rune class ability, under *Rune of Advanced Conjuring*, add these sentences at the end: If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched it, no matter who it is.

In the Greater Rune class ability, under *Rune of Greater Conjuring*, add these sentences at the end: If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched it, no matter who it is.

Replace Inscribe Rune with the following:

Inscribe Rune (Su): A 15th-level or higher runethane can create a permanent rune. This requires 100 times the normal amount of time to create the rune. In addition, it calls for 2,000 gp worth of valuable inks or materials for a lesser rune, 8,000 gp worth for an advanced rune, 20,000 gp for a greater rune, 44,000 gp for a rune of power, and 100,000 gp for the ultimate rune (200,000 gp if it contains an 8th-level spell). The rune can still be erased, but otherwise it never fades. Thus, a touch-trigger rune triggers every time someone touches it (no more than once per round), and an enchanted object rune never loses its enchantment. Applied runes cannot be inscribed. Inscribed runes still count toward the runethane's rune total.

In the Runes of Power class ability, under *Rune of Cheating Death*, add this sentence at the end: This rune cannot be inscribed.

In the Runes of Power class ability, under *Rune of True Conjuring*, add these sentences at the end: If inscribed using the inscribe rune ability, this rune can be activated once per round, but the runethane can only command one summoned creature at a time. If activated while a previously summoned creature is still present, the new monster always attacks the creature who touched it, no matter who it is.

Page 55, Totem Warrior Skills (Update)

Cut Intuit Direction from the class skill list. Replace Wilderness Survival with Survival.

Page 58, Shark Totem Warrior (Errata)

In the 16th-level Savagery of the Shark ability, replace the second sentence with the following: On the first attack the totem warrior makes in a round, the foe, if struck, bleeds at the rate of 1 hit point per round until the wound is bound or he receives magical healing.

Page 61, The Unfettered Advancement Table (Update)

Add improved evasion to the "Special" column for the 19th-level unfettered.

Pages 61–62, Unfettered Class Features (Errata)

Add this class ability:

Improved Evasion (Ex): At 19th level, the unfettered's evasion ability improves. He still takes no damage on a successful Reflex saving throw, but henceforth he takes only half damage on a failed Reflex saving throw. A helpless unfettered does not gain the benefit of improved evasion.

Page 66, Witch Skills (Update)

Change the wind witch's class skill of Intuit Direction (Wis) to Balance (Dex).

For the winter witch and wood witch, change Wilderness Survival to Survival.

Pages 67–71, Witch Class Features (Clarifications, Errata)

Add this to the freezing word manifestation: The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

In the ice blade manifestation, replace the second to last sentence with this: He can create it at will, requiring a standard action.

In the iron blade manifestation, replace the second to last sentence with this: He can create it at will, requiring a standard action.

In the liquid fire manifestation, replace the last sentence with this: This is an instantaneous effect. The witch can use liquid fire a number of times per day equal to his Wisdom bonus; witches with no Wisdom bonus can use this ability once per week.

In the living blade manifestation, instead of using the ability only once per day, the witch can use it as follows: The witch can use liquid fire a number of times per day equal to his Wisdom bonus; witches with no bonus can use this ability once per week.

In the mind blade manifestation, replace the second to last sentence with this: He can create it at will, requiring a standard action.

In the water sword manifestation, replace the second to last sentence with this: He can create it at will, requiring a standard action.

In the wind blade manifestation, replace the second to last sentence with this: He can create it at will, requiring a standard action.

Add this to the water word manifestation: The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Add this to the windspeech manifestation: The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Add this to the word of command manifestation: The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Add this to the word of repair manifestation: The witch must be within 25 feet + 5 feet per two witch levels of the target of this word.

Page 71, Multiclass Characters (Clarifications)

Add the following text to the Spellcasting section, first paragraph, after "...can be complex spells.": The exception to this rule is prestige classes and racial levels that offer the special ability of +1 level of existing class. Although adding

prestige classes follow the rules for multiclassing, a magister that takes levels in a prestige class that grants +1 level of existing class gains access to new complex spells as if he gained a magister level.

Add the following text to the Spellcasting section, at the very end of the first paragraph: although he could use a bladestaff that would count as both.

CHAPTER FOUR: SKILLS

Throughout the Chapter (Update)

Change any reference to “Wilderness Survival” to simply “Survival.”

Page 74–75, Skills Table (Update, Errata)

Remove Intuit Direction

Wilderness Survival becomes Survival.

Oathsworn gains Survival as a class skill

Page 82, Heal Skill (Errata)

Replace the DC for first aid (15 in the chart), with the following: 10 + number of hit points character’s current total is below 0

Page 84, Intuit Direction Skill (Update)

Delete this skill.

Page 89–90, Tumble Skill (Errata)

Add this new paragraph after the first paragraph in the skill description:

Larger and smaller creatures get size bonuses or penalties to Tumble checks made to hide as follows: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Page 92, Wilderness Survival Skill (Update)

In addition to changing this skill’s name to Survival, add this text to the table:

DC	Survival Task
20	Determine a specific compass direction while underground
15	Determine a specific compass direction while outside at night
12	Determine a specific compass direction while outside during the day

CHAPTER FIVE:

FEATS AND TALENTS

Throughout the Chapter (Update)

Change any reference to “Sunder” to “Improved Sunder” and any reference to “Wilderness Survival” to simply “Survival.”

Page 99, Born Leader (Update)

Replace the last paragraph of the feat with the following: Lastly, characters with this talent enjoy a +1 bonus to the Difficulty Class of compulsion spells they cast. This includes spell-like abilities that are compulsions, such as the mind witch’s word of command ability.

Page 99, Brandish Magical Might (Errata)

To the last paragraph, add: The character may do so once per day per two caster levels.

Page 100, Combat Reflexes (Clarification)

Replace the third sentence in the Benefit section of the feat with the following: For example, a character can make two attacks of opportunity against a foe that drinks a potion in an area the character threatens and then moves out of that area on the same round (with a move greater than a 5-foot step).

Page 100, Conjure Mastery (Clarification)

In the benefit, change “Creatures the character calls...” to “Creatures the character calls, summons, or creates....”

Page 102, Creator Mage (Errata)

Add this sentence to the end of the feat: The creator mage can have a number of spells affected by this template in effect at a time equal to her Intelligence bonus (minimum 1).

Page 104, Flyby Attack (Errata)

Replace the phrase “partial action” with “standard action.”

Page 104, Hands as Weapons (Clarification)

To the last paragraph, add: Characters with more than one unarmed or natural attack need not take this feat multiple times.

Page 106, Improved Bull Rush (Update)

Replace the feat’s benefit with the following:

Benefit: When the character performs a bull rush, she does not provoke an attack of opportunity from the defender. The character also gains a +4 bonus on the opposed Strength check she makes to push back the defender.

Page 106, Improved Disarm (Update)

Replace the feat’s benefit with the following:

Benefit: The character does not provoke an attack of opportunity when she attempts to disarm an opponent, nor does the opponent have a chance to disarm the character. The character also gains a +4 bonus on the opposed attack roll she makes to disarm her opponent.

Page 106, Improved Trip (Update)

Replace the feat’s benefit with the following:

Benefit: The character does not provoke an attack of opportunity when she attempts to trip an opponent while she is unarmed. The character also gains a +4 bonus on your Strength check to trip the opponent.

If the character trips an opponent in melee combat, she immediately gets a melee attack against that opponent as if the character hadn't used her attack for the trip attempt.

Page 111, Resistant Spell (Errata)

Replace “11 + 10 (the caster's level) +2” with the following: 15 + 10 (the caster's level) +2

Page 112, Spell Affinity (Errata)

Replace the reference to *vitrification* with *finger of destruction*.

Page 112, Sturdy (Clarification)

Replace the feat's benefit with the following:

Benefit: For the level when the character takes this feat, she adds double her Constitution bonus to her hit point total. This is in addition to the bonus she would get for her Constitution modifier when she gains a level. If double her Constitution bonus is less than 4, she gains 4 hp. This effect happens once, not every level.

For example, if a 3rd-level warmain with 22 hit points and a +3 Constitution bonus takes this feat, he gains 6 additional hit points in addition to the 1d12+3 he would normally gain for the level. So, if he rolled a 7, his new hp total would be 38 (22 + 7 + 3 + 6).

CHAPTER SIX: EQUIPMENT

Page 120, Martial Weapons—Melee Table (Errata)

Add this weapon to the table, under Large weapons (between halberd and longspear)

Hammer, heavy 20 gp 1d12 ×3 — 20 lbs. B

Page 124, Weapon Descriptions (Errata)

Add this description after Hammer, Light:

Hammer, Heavy: This heavy sledge is a larger version of the warhammer.

Page 125, Weapon Size Table (Errata)

In the “One Size Larger” column, change 2d6 to 2d8 (second to last line) and 2d8 to 3d6 (last line).

Pages 126–127, Weapon Templates (Errata)

Add the following text to the Dire template:

Due to the difficulty of working with dire weapons, a masterwork dire weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template). A dire Devanian weapon also costs +1,000 gp. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

Add the following text to the Devanian template:

Due to the difficulty creating special Devanian weapons, a masterwork Devanian weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template). A dire Devanian weapon also costs +1,000 gp. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

Add the following text to the Masterwork template:

Due to the difficulty of working with dire and Devanian weapons, a masterwork dire weapon costs a total of +1,000 gp extra (rather than just 300 gp for each template), as does a masterwork Devanian weapon. A masterwork dire Devanian weapon costs an additional +2,000 gp rather than just +900 gp.

Add the following lines to the “Special and Superior Weapons/Armor” table after the Weapon, Masterwork entry:

WEAPON TEMPLATES COST

Template	Cost
Weapon, masterwork and dire	+1,000 gp
Weapon, masterwork and Devanian	+1,000 gp
Weapon, masterwork, dire and Devanian	+2,000 gp
Weapon, dire and Devanian	+1,000 gp

Page 127, Grenadelike Weapons, Tanglefoot Bag (Clarifications)

Tanglefoot bags deal a circumstance penalty.

Add to the end of first paragraph: The effects of multiple tanglefoot bags are not cumulative.

Add to the end of the second paragraph: Creatures bigger than size Large are not affected by tanglefoot bags.

Page 129, Masterwork Armor (Clarification)

Add this line at the end of the section: A harness of masterwork armor costs 150 gp more than a harness of the same armor without the masterwork quality.

Pages 132–133, Shields Section and Table (Update)

In the Shields section and table, change all references to “long” shields to “heavy” shields, and all references to “round” shields to “light” shields.

Page 133, Shield Descriptions (Update)

Add the following text to this section:

Great Shields: These shields are most often used by giants.

CHAPTER SEVEN: PLAYING THE GAME

Page 150, Death, Dying, and Healing (Errata)

In the “Dead” section, delete the last sentence (starts with “Some spells...”).

Page 156, Grapple (Errata)

Replace the “Attack with the Light Weapon” paragraph in Step 4: Grappling with this text:

Attack with a Weapon One Size Category Smaller Than You: A character can attack with a weapon one size category smaller than him (or smaller), an unarmed attack, or a natural weapon while grappling (but not while pinned or pinning). A character can't attack with two weapons while grappling.

Page 156, Grapple (Errata)

Replace the “Draw a Light Weapon” paragraph under “Other Actions While Grappling” with this text:

Draw a Weapon One Size Category Smaller Than You: If a character makes a successful grapple check, he can draw a weapon one size category smaller than him (or smaller) or a very small object (such as a spell component) as a move-equivalent action.

Page 159, Weapon/Shield Hardness & Hit Points Table (Update)

Change references to “long” shields to “heavy” shields, and references to “round” shields to “light” shields.

Page 161, Mounted Combat (Clarification)

Under “Combat While Mounted,” add this sentence at the end of the first paragraph:

If the mount moves more than 5 feet, you can only make a single attack.

CHAPTER EIGHT: MAGIC

Page 175, Spell Templates (Clarification)

Add the following text after the third paragraph: Spell templates cannot be applied to spell-like abilities or spells cast from items.

Page 175, Air Template (Errata)

Add the following line to the end of the template description (before the cost): Air elementals conjured with this template gain a +1 bonus to AC, attack and damage rolls, and a +1 hit point bonus per HD.

Page 176, Earth Template (Errata)

Add the following text to the template description:

Weapons created by spells, such as with *lesser conjure weapon*, *greater conjure weapon* or *envenomed blade* gain a +1 bonus to attack and damage rolls. Earth elementals conjured with this template gain a +1 bonus to AC, attack and damage rolls, and a +1 hit point bonus per HD.

Cost becomes 20 gp worth of powdered steel.

Page 176, Fire Template (Errata)

Add the following line to the end of the template description (before the cost):

Fire elementals conjured with this template gain a +1 bonus to AC, attack and damage rolls, and a +1 hit point bonus per HD.

Page 176, Programmed Template (Clarifications, Errata)

Add the following text to the template description after the second sentence: The programmed spell must be tied to an object, creature, or location, which becomes the “source” of the programmed spell when it is triggered.

Add the following text to the end of the “Triggering...” sentence: “...but he must determine the specifics of targets and placement beforehand.”

Add the following text before the second paragraph: An object, creature, or location should have only one spell with this template cast on it at any one time (DM's discretion).

Add the following text to the end of the Cost entry: Further, a programmed spell requires a gem worth 500 gp per level of the spell.

Page 177, Unraveling Template (Clarification)

Change “any spell effect on the target” to: any and all spell effects on the target.

Page 177, Water Template (Errata)

Add the following line to the end of the template description (before the cost): Water elementals conjured with this template gain a +1 bonus to AC, attack and damage rolls, and a +1 hit point bonus per HD.

CHAPTER NINE: SPELLS

Pages 180 and 181, 2nd- and 4th-Level Spells

The spell list descriptions for both *enhance magical flow (lesser)* and *enhance magical flow (greater)* should say “spells,” not “spell's.”

Page 181, 3rd-Level Spells (Errata)

Add the following descriptors to *suggestion* in the list: [LD, MA].

Page 181, 4th-Level Spells (Errata)

Move *ghost weapon* to the 5th-level spell list.

In the spell list, *wall of ice* needs the cold descriptor [Co], not the curse descriptor [C].

Page 186, Animate the Dead (Greater) (Update)

Add to damage reduction 15/+1: (or 15/magic).

Pages 186–187, Animate Weapon (Clarification)

Add this text after the first paragraph: The weapon threatens areas and can flank foes, just as if it were in the hands of the caster. It can also provoke attacks of opportunity as if it were a creature.

Page 188, Battle Healing (Lesser) (Errata)

Add Magic Item Creation Modifier: Constant ×2

Page 189, Battle Healing (Greater) (Errata)

Replace the Diminished Effects with this text:

Diminished Effects: You heal 2d6 points of damage + 2 points per caster level (maximum +30 points).

Add Magic Item Creation Modifier Constant ×2

Page 189, Blast of Castigation (Errata)

Change “ranged attack” to “ranged touch attack.”

Page 189, Boil (Clarification)

Add the parenthetical “(half fire and half water)” after “points of damage” in the first paragraph.

Page 190, Bring Down the Moon (Errata)

Add Constant N/A to the spell’s Magic Item Creation Modifiers.

Page 190, Bypass Ward (Clarification)

Change the reference to *sealed door* to: *lesser* (but not *greater*) *sealed door*.

Page 193, Cold Blast (Clarification)

Replace the reference to “points of damage” to: points of cold damage.

Pages 194–195, Conjure Energy Creature Spells (Errata)

In every *conjure energy creature* spell, replace the phrase “summoned creature” with “created creature.”

Page 195, Conjure Energy Creature I (Update)

Add to damage reduction 10/+2: (or 10/magic).

Page 197, Control Undead (Clarification, Errata)

To the Diminished Effects, add this phrase at the end of the first sentence: “, so the caster must remain touching the creature for the duration.”

Add Magic Item Creation Modifier Constant ×2.

Page 203, Door Warning (Update)

Change Heightened Effects from N/A to “You may have two *door warnings* active at one time.”

Page 204, Duplicate (Clarifications)

In the first paragraph, replace the word “witch” with “magister” and “witchery powers” with “aspects of power and feats.”

Replace the last sentence of the second paragraph of the spell with the following: The duplicate cannot be commanded to hurt you any easier than you could be commanded to harm yourself.

Page 204, Earth Burst (Clarification)

Replace the reference to “points of damage” to: points of earth damage.

Page 206, Elemental Trap (Errata)

Change the reference to “5d6 points of fire damage” in the first paragraph to: 5d6 points of elemental damage.

Page 208, Energy Sheath (Clarification)

After the parenthetical list of energy types, add “at the time of casting.”

Page 209, Fireburst (Clarification)

Replace the reference to “points of damage” to: points of fire damage.

Page 211, Ghost Weapon (Errata)

This spell becomes 5th level.

Page 211, Giant’s Grip (Clarification)

Add the following sentence to the end of the Diminished Effects: The caster must be a giant.

Page 216, Invigorate Item (Errata)

Add Magic Item Creation Modifier Single-Use ×1.5.

Page 217, Invoked Apocalypse (Errata)

Add Magic Item Creation Modifier Constant ×2.

Page 218, Litorian Claws (Clarification)

Add the following sentence to the end of the Diminished Effects: The caster must be a litorian.

Page 218, Locate Creature (Clarification)

The mention of a creature in the first paragraph refers specifically to a living creature.

Page 222, Multiple Personalities (Clarification)

Add the following parenthetical after “Any time the target wishes to take an action”: (up to once per round).

Page 224, Open Lock (Clarification)

Affects doors affected by *lesser* or *greater sealed door* spells.

Page 226, Primal Release (Update)

Reference to Sunder becomes Improved Sunder.

Page 232, Incorporeal Undead Sidebar (Errata, Clarification)

In the numbing damage chart, switch the words “Fine” and “Diminutive” (Fire is the smaller size category, not Diminutive).

At the end of the Create Spawn ability, add this sentence:

Only undead created using the heightened version of *rouse undead spirit* have this ability.

Page 236, Shock (Clarification)

Replace the reference to “points of damage” to: points of electrical damage.

Page 236, Sibeccai Bite (Clarification)

Add the following sentence to the end of the Diminished Effects: The caster must be a sibeccai.

Page 238, Spell Turning (Clarification)

Add the following text to the end of the third paragraph: “, meaning you can turn one-quarter of the incoming effect.”

Page 238, Spirit of Prowess (Errata)

Change every instance of +4 to +6. In the Diminished Effects, change the +2 to +3. In the Heightened Effects, change +6 to +10.

Page 238, Stabilize Soul (Errata)

This should be a Simple spell, not Complex (the spell list is correct).

Page 239, Stone Blast (Clarification)

Replace the reference to “points of damage” to: points of earth damage.

Page 239, Stimulate (Errata)

Add Constant N/A to the spell's Magic Item Creation Modifiers.

Page 242, Teleport (Errata)

The word “special” in the second paragraph should be “spatial.”

Page 242, Teleport Attack (Errata)

Casting time becomes “standard action.”

Page 244, Tracer (Errata)

This should be a Complex spell, not Simple (the spell list is correct).

Page 245, Venomblade (Clarification)

Add this sentence to the spell, after the sentence ending “1d4 more a minute later”: The victim makes a Fortitude saving throw against the poison (as with all poisons), with the DC being the same as if the caster cast a 3rd-level spell on the victim.

Page 245, Vitrification (Clarification)

Reference to repair should be: *lesser* or *greater repair*.

Page 248, Water Roil (Clarification)

Replace the reference to “points of damage” to: points of water damage.

Page 249, Whisper of Madness (Clarification)

Add this sentence to the end of the first paragraph: Hit point damage inflicted is half air and half sonic.

Page 249, Wind Churn (Clarification)

Replace the reference to “points of damage” to: points of air damage.

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Design by Monte Cook

Editing and Production by Sue Weinlein Cook

Graphic Design by Peter Whitley

Monte Cook's Arcana Unearthed Cover by Mark Zug

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