

Errata to Talislanta d20 edition

Updated as of 22 Apr 2008

The d20 edition of Talislanta is replete with errors of all types, from minor typos to broken rules. What follows is a small attempt to catch and correct as many obvious errors as possible, though no doubt many more problems--including serious design flaws--remain uncorrected. In some cases, I have suggested alternative rules.

Paul Cunningham

Page 4: copyright statement

Remove the extra space before the final period in the sentence "*Talislanta d20 Edition Fantasy Role Playing Game* is ©2005 by Morrigan Press Inc. and Stephan Michael Sechi ."

Page 5: introductory paragraphs

In column one, first paragraph, last sentence: add a comma after the phrase "in the RPG industry".

In column two, second paragraph, second sentence: add a period after the phrase "are also forthcoming".

In column two, fourth paragraph: This sentence doesn't quite make sense. Replace it with "We hope you enjoy this new edition of Talislanta and have hours of fun playing in a world that is unique in the annals of roleplaying games."

Page 6: Table of Contents

Under Chapter Three: Character Classes, change the page number of the Trader class from 119 to 118.

Replace "Chapter Seven: Gamemaster's Only" with "Chapter Seven: Gamemasters Only". The apostrophe is not necessary.

Change the page number of the Index from 283 to 286.

Page 7: Talislanta: An Historical Overview

In the first sentence, replace "cintinent" with "continent".

Page 9: Airborne Conveyances

In the first sentence of the second paragraph, replace "stole the secret" with "stole -- the secret".

Page 10: Modes of Conveyance

Remove the third paragraph of the first column, as it is repeated nearly verbatim under the heading Customs & Cultures on page 33.

Page 33: A Note on Balance

This disclaimer seems like an excuse to avoid having to balance Talislanta races. However, in my opinion, a d20 sourcebook should provide Level Adjustments for all non-standard races to let those gamemasters who wish to run balanced games do so, while gamemasters unconcerned with balance can simply disregard the Level Adjustments. Therefore in this document I have sought to include Level Adjustments for unbalanced races accordingly.

Page 35: Sidebar: Aamanian Racial Traits

Replace "Knowledge (Orthodoxy)" with "Knowledge (religion)". There is no Knowledge (Orthodoxy) skill.

Page 37: Sidebar: Aeriad Racial Traits

Replace "Knowledge (herbalism)" with "Knowledge (nature)". There is no Knowledge (herbalism) skill. Note that all Green Aeriads already receive a +4 bonus to Knowledge (nature) and Profession (farmer) from their Botanomancy bonus racial feat, so this racial skill bonus is a bit redundant.

In the Weapon Familiarity section, replace "crescent kinfe" with "crescent knife".

In the Weapon Familiarity section, replace "exotic wepons" with "exotic weapons".

Page 39: Sidebar: Ahazu Racial Traits

Replace the bonus feat "Two Weapon Fighting" with "Multiweapon Fighting". The official errata from Morrigan Press recommends using the "Multiple Attacks" feat, but I believe using existing feats from the SRD is preferable to creating new ones that do the same thing.

Replace the Weapon Familiarity section with the following: "Ahazu treat the gwanga as a martial weapon rather than an exotic weapon, and they treat the matsu as a simple weapon rather than a martial one."

Add the following bullet point after Weapon Familiarity: "Ahazu receive a +4 racial bonus to Hide skill checks while in jungle terrain."

Add the following bullet point before Automatic Language: "Ahazu are illiterate and cannot use or scribe scrolls. An Ahazu may spend 2 skill points to gain the ability to read and write all languages he or she is able to speak."

Page 40: Names

This section should have explained how Ariane refer to another of their kind when speaking to a third party or in writing.

Page 41: Sidebar: Ariane Racial Traits

In the first sentence of the Commune with Nature section, replace "may spend 10 meditating" with "may spend 10 minutes meditating".

Add the following bullet after Commune with Nature: "Spell Immunity: Ariane are immune to all mind-affecting spells and spell-like effects. Ariane characters are assumed to succeed automatically on any required saving throw vs. mind-affecting spells." [Source: official errata from Morrigan Press]

Page 42: Sidebar: Arimite Racial Traits

Add a bullet before the line "Arimites receive a +2 racial bonus when using Thrown Weapons."

Replace "Thrown Weapons" with "thrown weapons".

Replace the sentence "All Arimites receive a bonus feat at first level" with "Bonus feat: Weapon Focus (dagger)." [Source: official errata from Morrigan Press]

Page 44: Sidebar: Callidian Racial Traits

It is unclear from the text whether a Callidian Magician gets bonus spells for his race in addition to spells for his class. I recommend clarifying the fifth bullet point thusly:

- Bonus feat: Cryptomancy. Regardless of their class, Callidian characters begin play with 2 cryptomancy spells, and they gain a new spell every 5 character levels.

In my opinion, the spells and other bonuses granted to Callidians warrant a level adjustment, so add the following after Restricted Class: "Level Adjustment: +1".

Page 46: Sidebar: Danelek Racial Traits

Replace "+4 racial bonus to all Survival (desert) checks" with "+4 racial bonus to Survival skill checks while in the desert."

Page 47: Sidebar: Danuvian Racial Traits

Since I believe racial traits for male Danuvians should be provided here, I offer the following rewrite of this sidebar, with my own editing already incorporated:

DANUVIAN RACIAL TRAITS

- +2 Str (females), +2 Wis (males)
- Medium size: As Medium-size creatures, Danuvians have no special bonuses or penalties due to size.
- A Danuvian's base speed is 30 feet.
- A Danuvian receives a bonus feat at 1st level.
- Automatic Languages: Low Talislan (females), High Talislan (males)
- Favored Class: Warrior (females), Scholar or Trader (male)
- Restricted Class: Barbarian, Magician

Page 48: Names

In the last sentence of the first paragraph, replace "vary by" with "vary but".

Page 48: Adventurers

Remove the last sentence of this section that indicates that Danuvian adventurers are always female. There is no reason to rule out a male Danuvian protagonist simply because they tend to be unassertive.

Page 49: Sidebar: Dhuna Racial Traits

The rules provided for the Dhuna Kiss are inadequate. I suggest the following replacement, with my own editing already incorporated:

Dhuna Kiss: Dhuna females can capture a man's heart with a single kiss. A male humanoid who willingly kisses a Dhuna woman must make a Will save (DC 15) with a -1 penalty for every two character levels of the Dhuna. Failure means that the subject regards the Dhuna as its lover and trusted companion (treat the target's attitude as friendly) for one hour per two character levels of the Dhuna (min. 1 hour). The smitten man cannot be commanded like an automaton, but he perceives the Dhuna's words and actions in the most favorable way. An opposed Charisma check is required to convince him to do anything he wouldn't ordinarily do. (Retries are not allowed.) An affected man never obeys suicidal or obviously harmful

orders, but he might be convinced that something very dangerous is worth doing. Any act by the Dhuna or her apparent allies that threatens the charmed man ends the effect.

Replace the fifth bullet point with the following: "Dhuna characters receive a +2 racial bonus to Heal and Knowledge (nature) skill checks."

Page 50: Religion

The title of this section should be "Religion", not "Relgion".

The last sentence of the second paragraph refers the reader to a nonexistent sidebar. Remove the words "(see sidebar)".

Page 51: Sidebar: Djaffir Racial Traits

In the third bullet point, add a period to the end of the sentence.

In the fourth bullet point, replace "Ride check" with "Ride checks."

Replace the last sentence in the footnote with the following: "This mask confers a +2 resistance bonus to Will saves against magical effects that use the Influence mode or that have the Charm or Compulsion descriptors."

Page 53: Sidebar: Dracartan Racial Traits

Replace "+4 racial bonus to all Survival (desert) checks" with "+4 racial bonus to Survival skill checks while in the desert."

Page 54: Relations

Just a note that the history of the relationship between the Dracartan and Yassan peoples listed here and under the Yassan entry differs considerably from that provided in earlier Talislanta sourcebooks.

Page 54: Religion

The last sentence of this paragraph doesn't make sense. Replace it with the following: "According to legend, it was Jamba who guided the first prophet Astramir into the Red Desert, where the fabled seventeen Ruby Tablets were uncovered. These tablets laid bare the knowledge of a diverse array of crafts and professions, the most important of which was the secret of Thaumaturgy."

Page 56: Gnomekin

The third sentence of the third paragraph refers the reader to a nonexistent sidebar. Remove the words "(see *All in the Family*)".

Page 57: Sidebar: Gnomekin Racial Traits

In the Small Size entry, replace "Defense Value" with "Armor Class".

Replace "+2 racial bonus on Survival (underground) checks" with "+2 racial bonus to Survival skill checks while underground."

Add the following bullet after Darkvision: "*Weapon Familiarity*: Gnomekin treat the crystalblade as a martial weapon rather than an exotic weapon." I can only assume this was an oversight.

Add the following bullet point before Automatic Languages: "Gnomekin are illiterate and cannot use or scribe scrolls. A Gnomekin may spend 2 skill points to gain the ability to read and write all languages he or she is able to speak."

Page 57: Gnori

In the last sentence of the second paragraph, replace "(see Naturalist's Guide)" with "(see the Talislanta Menagerie)".

Page 57: Sidebar: Gnori Racial Traits

In the Small Size entry, replace "Defense Value" with "Armor Class".

Add the following bullet after base speed: "+2 racial bonus to Knowledge (the planes) skill checks."

Page 58: Adventurers

In the last sentence, replace "That said,, Gnorla may" with "That said, Gnorls may".

Page 59: Sidebar: Gryph Racial Traits

Replace "-4 racial penalty on Survival (underground) checks" with "-4 racial penalty to Survival skill checks while underground."

Replace the fifth bullet with the following: "Gryph are accustomed to moving about when they fight. When they are surrounded on two or more sides by walls or other impassable obstacles within 5 feet of them, they suffer a -2 penalty to attack rolls and armor class."

In the sixth bullet, replace "Gnomekin" with "Gryph".

Replace the footnote regarding Gryphs' inability to wear normal armour with a bullet point as follows: "Gryphs are unable to wear armor crafted to fit someone of another race."

Page 60: Sidebar: Ispasian Racial Traits

In the second bullet point, replace "Ispasians" with "Ispasian's".
In the Wealth bullet point, replace "that other races" with "than other races".

Page 60: Languages

Replace the first sentence with the following: "Gryphs speak Avian and Low Talislan."

Page 61: Adventurers

Replace the last sentence with the following: "Most are either scholars seeking information or traders in search of financial secrets."

Page 63: Sidebar: Jaka Racial Traits

In my opinion, the Sixth Sense entry is poorly written. I suggest the following replacement, with my own editing already incorporated:

- *Sixth Sense*: All Jaka can sense both magic and danger. When a Jaka touches or is very close to a magical item or being, the Gamemaster should make a secret Sixth Sense roll; success against a DC 10 allows the Jaka to sense the source of the magic, though not its strength or type. When imminent danger threatens an unwary Jaka, the gamemaster should make a secret Sixth Sense roll; success against a DC 15 allows the Jaka to receive be warned that danger is present, though not the degree, source, or timing thereof.

Furthermore I recommend giving Jaka a single d8 racial hit die:

- Racial Hit Dice: A Jaka character begins play with 1d8 racial hit dice, a base attack bonus of +1, and base saving throw bonuses of Fort +1, Ref +1, and Will +0. They also have skill points equal to 2 + Int modifier; class skills are Climb, Jump, Listen, Spot, and Survival.
- Level adjustment +0. Starting ECL 2.

Those who desire a Jaka character who is equivalent to a 1st level character may use the following racial class level:

JAKA RACIAL CLASS

	Base						
Level	Hit Dice	Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d8	+1	+1	+1	+0	(2 + Int mod) x 4	Feat, low-light vision, scent, sixth sense, weapon and armor proficiency

Page 64: Sidebar: Jhangaran Racial Traits

Replace "+2 racial bonus on Survival (swamp) and Swim skill checks" with "+2 racial bonus to Survival skill checks while in a swamp environment, as well as Swim skill checks."

In the Prohibited Class section, replace "(restricted to Shamanism only)" with "(all except shamanism)".

Page 64: Jhangaran

The first sentence of the last full paragraph on the page refers the reader to a nonexistent sidebar. Remove the words "(see sidebar)".

Page 65: Sidebar: Kang Racial Traits

In the Restricted Class section, add "Magician (all except priest)".

Page 67: Adventurers

In the last sentence replace "rathere" with "rather".

Page 67: Kasmiran

In the fifth sentence of the third paragraph, replace "(see Language)" with "(see Names)".

Page 67: Kasmiran

The third sentence of the first paragraph refers the reader to a nonexistent sidebar. Remove the words "(see sidebar)".

Page 68: Sidebar: Kasmiran Racial Traits

Add a period at the end of the third bullet point.

Replace the fifth bullet point with the following: "+2 racial bonus to Appraise and Diplomacy skills checks OR Craft and Disable Device skill checks. This choice must be made at character creation."

In the sixth bullet point, replace "GL" with "gold lumens".

Page 69: Sidebar: Kharakhan Giant Racial Traits

Because the racial traits given do not seem to match the stature of a Kharakhan giant, and given that this is the most obvious candidate for a level adjustment, I suggest the following whole-cloth revision, with my own edits already incorporated:

KHARAKHAN GIANT RACIAL TRAITS

- +14 Strength, -2 Dexterity, +8 Constitution, -4 Intelligence, -4 Charisma.
- Large size: As Large-size creatures, Kharakhan Giants receive a -1 size penalty to attack rolls and armor class. They also take a -4 size penalty to Hide skill checks and receive a +4 size bonus to grapple checks. Their lifting and carrying limits are twice that listed for a Medium person. Kharakhan Giants wielding weapons threaten all squares 10 feet (2 squares) away, even diagonally.
- A Kharakhan Giant's base land speed is 40 feet.
- Racial Hit Dice: A Kharakhan Giant character begins play with 12d8 racial hit dice, a base attack bonus of +9, and base saving throw bonuses of Fort +8, Ref +4, and Will +4. These also provide skill points equal to $12 \times (2 + \text{Int modifier})$; class skills are Climb, Jump, Listen, Spot, and Survival.
- Bonus Feats: Scent, plus five more.
- +9 natural armor bonus to armor class.
- Special Attacks: Rock throwing.
- Special Qualities: Rock catching.
- Weapon and Armor Proficiency: A Kharakhan Giant is automatically proficient with simple weapons, martial weapons, light and medium armor, and shields.
- Automatic Languages: Low Talislan (Kharakhan), Drakken
- Favored Class: Barbarian
- Restricted Class: Magician, Rogue, Scholar
- Level adjustment +4. Starting ECL 17.

The above is more or less equivalent to a hill giant and seems more fitting for something with the size and power of a Kharakhan Giant. Those who desire a Kharakhan character in a low-level game may use the following racial class levels to mete out the racial hit dice over time:

KHARAKHAN GIANT RACIAL CLASS

	Base						
Level	Hit Dice	Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	Special
1st	1d8	+0	+2	+0	+0	$(2 + \text{Int mod}) \times 4$	Feat, +4 Str, -4 Int, -4 Cha, +2 natural armor, base speed 40 ft, scent, weapon and armor proficiency
2nd	2d8	+1	+3	+0	+0	2 + Int mod	—
3rd	3d8	+2	+3	+1	+1	2 + Int mod	Feat, +2 Con
4th	3d8	+2	+3	+1	+1	—	+2 Str, +4 natural armor
5th	4d8	+3	+4	+1	+1	2 + Int mod	Rock throwing (1d6, 30 ft. range increment), -2 Dex
6th	5d8	+3	+4	+1	+1	2 + Int mod	Rock catching
7th	5d8	+3	+4	+1	+1	—	+2 Con, +6 natural armor
8th	6d8	+4	+5	+2	+2	2 + Int mod	Feat, +2 Str
9th	7d8	+5	+5	+2	+2	2 + Int mod	—
10th	8d8	+6/+1	+6	+2	+2	2 + Int mod	+2 Str, rock throwing (1d8, 60 ft. range increment)
11th	8d8	+6/+1	+6	+2	+2	—	Large size, reach 10 ft., +2 Con, +8 natural armor
12th	9d8	+6/+1	+6	+3	+3	2 + Int mod	Feat, +2 Str
13th	10d8	+7/+2	+7	+3	+3	2 + Int mod	+9 natural armor
14th	11d8	+8/+3	+7	+3	+3	2 + Int mod	Rock throwing (2d6, 120 ft. range increment)
15th	12d8	+9/+4	+8	+4	+4	2 + Int mod	Feat
16th	12d8	+9/+4	+8	+4	+4	—	+2 Str, +2 Con

The Kharakhan Giant's class skills are Climb, Jump, Listen, Spot, and Survival. On reaching Large size, a Kharakhan takes a -4 size penalty on Hide checks.

Page 71: Sidebar: Mandalan Racial Traits

Add the following bullet point after Automatic Languages: "Bonus Languages: High Talislan, Low Talislan".
Replace "Quaretr Staff" with "quarter staff".

Page 72: Sidebar: Mirin Racial Traits

Replace the last sentence of the Mending bullet point with the following: "While melded individuals cannot communicate via this ability, they are aware at all times of conditions affecting the other: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, or the like. The effect does not require concentration and works at any range, as long as the pair are on the same plane of existence."

Page 73: Adventurers

In the second sentence replace "good ahrd" with "goods hard".

Page 73: Muse

In the second sentence of the fourth paragraph, replace "(see Customs)" with "(see Language)".

Page 74: Sidebar: Muse Racial Traits

I suggest adding the following bullet point after Restricted Class: "Level Adjustment: +1."

Add the following at the end of the asterisked footnote: "This companion follows the rules for druid's animal companion, as presented on page 35 of the revised *Core Rulebook I*, but it gains the Improved Initiative feat instead of Multiattack when the Muse reaches 9th level. A Muse cannot select an alternate companion."

Page 74: Adventurers

In the second sentence, replace "compnay" with "company".

Page 75: Nagra

The last sentence in the first column refers the reader to a nonexistent sidebar. Remove the words "(see sidebar)".

Page 75: Sidebar: Nagra Racial Traits

Replace the bonus to "Knowledge (spirits)" with "Knowledge (the planes)".

Page 76: Sidebar: Orgovian Racial Traits

Replace "Bonus feat: Born in the Saddle" with "Bonus feat: Beast Trader or Mounted Combat" (see the errata for page 143 for details on my suggestion to rename the Born in the Saddle feat).

Page 77: Adventurers

In the last sentence, I recommend replacing "Rogues and Scouts" with "scouts and traders", based on the favored classes of Orgovians.

Page 78: Sidebar: Phantasian Racial Traits

In the Automatic Language section, replace "Low Talislan" with "High Talislan", based on the information presented in the Languages section on the same page.

Page 79: Sidebar: Rahastran Racial Traits

Replace "Bonus Languages: Choose one" with "+4 skill points at 1st level, at least one of which must be spent to learn a bonus language."

Page 81: Sidebar: Sarista Racial Traits

Combine the fourth and fifth bullet points into the following: "+2 racial bonus to Hide, Move Silently, Perform, and Sleight of Hand checks."

Page 82: Sidebar: Sawila Racial Traits

I suggest adding the following bullet point before Bonus Feat: "+2 racial bonus to Perform checks."

Page 83: Sidebar: Sindaran Racial Traits

In the fourth bullet point, replace "Ambidexterity" with "Two-Weapon Fighting". The Ambidexterity feat was folded into the Two-Weapon Fighting feat between 3.0 and 3.5 editions.

I suggest replacing the fifth bullet point with the following: "+8 racial bonus to Knowledge (tactics) when playing Trivarian."

In the first paragraph of the Dual Encephalon section, replace the last sentence with the following: "When making a Will saving throw, Sindarans roll twice and take the better result." (As written, it is unclear if they must accept the second roll or not.)

In the first sentence of the second paragraph, remove the hyphen in "dual-encephaly".

Replace the last sentence of the second paragraph with the following: "A Sindaran seeking to take a level in a spellcasting class or gain any magic order feat must sacrifice their dual encephaly."

In the Automatic Languages bullet point, add Low Talislan.

In the Favored Class bullet point, I suggest replacing "(alchemy only)" with "(alchemy or savant)".

Page 86: Sidebar: Sunra Racial Traits

Add the following to the second bullet point: "Sunra gain all the advantages of having a swim speed, as described under the Swim skill on page 84 of the revised *Core Rulebook I*."

In the third bullet point, replace "(shipwright)" with "(shipbuilding)". Also replace "Navigate" with "Survival", unless you choose to use the Navigate skill (see the errata for page 140 for an rationale for its elimination). Furthermore I recommend adding either Profession (sailor) or Drive/Pilot to this racial bonus as well (depending on whether you use the Drive/Pilot skill, see the errata for page 139).

If you choose to eliminate the Operate Conveyance feat (see the errata for page 146 for the rationale behind this recommendation), then in the fourth bullet point, replace "Operate Conveyance (ships)" with "Bonus feat at 1st level".

Page 102: Table 4.01: Barbarian Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.01.

Page 102: Barbarian Class Features

In the Weapon and Armor Proficiency section, do not capitalize "Barbarian". Also remove the final two sentences, as these reflect 3.0 edition rules rather than 3.5 edition.

Page 104: Table 4.02: Magician Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.02.

Also I would like to see the various types of magician broken out on the table, or perhaps given their own table, for added clarity.

Page 104: Magician Class Skills

After Skill Points at Each Additional Level, replace "4 x Int modifier" with "4 + Int modifier". [Source: official errata from Morrigan Press]

Page 106: Shaman

Add the following sentence to the end of the paragraph: "Shaman characters receive the Shamanism feat as a bonus feat at first level."

Page 106: missing class feature

Cryptomancer should be described as one of the possible magician backgrounds. A paragraph describing this background follows:

Cryptomancer: Callidian and Kasmiran magicians may become cryptomancers, individuals who draw magic from runes, sigils, and symbols. Cryptomancers receive the Cryptomancy feat for free at first level.

Page 107: Spellbook

In the last sentence of this section, replace the phrase "to be determined by the player in cooperation with the Gamemaster" with "(as shown in the table on page 207)."

Page 107: Bonus Spells

Replace the next-to-last sentence with the following: "Players should note that these are bonus spells; they are not subject to the normal time and XP costs associated with learning new spells." [Source: official errata from Morrigan Press]

Page 108: Table 4.03: Rogue Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.03.

Page 111: Table 4.04: Scholar Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.04.

Page 111: Class Skills

The ability score for the Forgery skill should be "(Int)", not "(hit)".

Page 111: Alchemist

In the third sentence in the first paragraph, remove the last phrase: "and do not count against the seven-item limit for enchanted items." The rule to which this sentence refers was removed from the d20 edition of Talislanta (though Gamemasters who wish to implement it can find it in the 4th edition Talislanta rules on page 22).

Page 112: Alchemist: Minor Powers

In the italicized sentence, replace “single does” with “single dose”.

Page 112: Shrewd

In the second sentence, replace “She receive a” with “She receives a”.

Page 113: Technomancy

In the second paragraph, next-to-last sentence, replace “Craft (mechanical)” with “Craft (Technomancy)”. [Source: official errata from Morrigan Press]

Page 116: missing class feature

The list of bonus feats available to scholars was omitted and should be added before the Scout class entry. The list is as follows: [Source: official errata from Morrigan Press]

Bonus Feats: At 3rd, 11th, 15th and 17th levels, a Scholar character receives a bonus feat selected from the following list: Alertness, Animal Affinity, Astromancy, Botanomancy, Conveyance Expert, Diligent, Haggle, Healer, Investigator, Iron Will, Negotiator, Operate Conveyance, Persuasive, Skill Focus, Studious.

Page 116: Class Skills

If you choose to use the Navigate skill (see the errata for page 140 for an rationale for its elimination), you may wish to add "Navigate (Wis)" to the list of class skills for the Scout. (The discrepancy comes as a result of Navigate being listed as a class skill for Scouts on the Skills table on page 132.)

Page 116: Class Features

The words “Favored Terrain:” at the beginning of the description of the Scout’s Favored Terrain class feature should be in boldface.

Page 117: Table 4.05: Scout Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.05.

The BAB for 18th level should be “+18/+13/+8/+3”.

The BAB for 19th level should be “+19/+14/+9/+4”.

Page 117: Combat Style

In the second paragraph, second sentence, replace “Two Weapon Defense” with “Two Weapon Fighting”. [Source: official errata from Morrigan Press]

Page 119: Class Skills

The heading “Class Skills” is not in the same font as other headings.

Add “Drive/Pilot (Dex)” to the list of class skills. However, you may wish to eliminate this skill altogether (see the errata for page 139 for the rationale behind this recommendation).

Remove the extra period at the end of the list of class skills.

Page 119: Table 4.06: Trader Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.06.

Page 120: Bonus Feat

Conveyance Expert should be added to the list of bonus feats available to traders.

Page 121: Warrior Class Features

In the Bonus Feats section, replace the phrase “and the bonus feat granted to a human character” with “and any bonus feats due to race.” There are no humans in Talislanta.

Page 121: Table 4.07: Warrior Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.07.

Page 122: Table 4.08: Arimate Knifefighter Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.08.

In the 1st level row, replace “Weapons” with “Weapon”.

In the 3rd level row, hyphenate “Throat slit”.

In the 5th level row, replace “Lighting” with “Lightning”.

In the 7th level row, replace “Improved Throat Slit” with “Improved Throat-slit”.

In the 9th level row, replace “Greatre” with “Greater”.

Page 123: Table 4.09: Beastmaster Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.09.

Page 124: 2nd Animal Companion and 3rd Animal Companion

Under 2nd Animal Companion, replace “third” with “second”.

Under 3rd Animal Companion, replace “forth” with “third”.

Page 125: missing prestige class

The Certament prestige class was cut from the d20 edition due to space restrictions. It would normally appear after Beastmaster and before Gao Sea Rogue. It is presented below from the official Morrigan Press errata, with my own editing already incorporated:

CERTAMENT

Certament is the name given to the class of Zandir duelists who are concerned more with winning hearts than winning battles. Certaments thrive on excitement and enjoy nothing more than bragging of their abilities and past duels. Most Certaments start off as Warriors although more than a few Rogues are known to seek entry into this prestige class.

Hit Die: d8

Requirements

To qualify to be a Certament the character must possess the following abilities:

Base Attack Bonus: +4

Skills: Balance 4 ranks, Bluff 4 ranks, Intimidate 6 ranks, Sleight of Hand 4 ranks, Tumble 4 ranks.

Feats: Swashbuckling, Wizardry Order

Class Skills

The Certament’s class skills and the relevant ability for each are Balance (Dex), Bluff (Cha), Diplomacy (Cha), Gamble (Wis), Intimidate (Cha), Jump (Str), Mode (Attack), Mode (Defense), Mode (Influence), Perform (Cha), Ride (Dex), Sense Motive (Wis), Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: The Certament is proficient in all simple and martial weapons, as well as light and medium armor and shields.

Grace: At 1st level, a Certament gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a Certament only when he is wearing no armor and not using a shield.

Fearless: At 1st level, a Certament is so confident of his own skill that he essentially becomes immune to the effects of fear.

Magic Bonus: At 2nd, 6th and 10th levels, the Certament gains a magic bonus and free spells similar to the Magician character class.

Firm Footing: Used to fighting on tavern tables and falling chairs, the Certament receives a +4 competence bonus on all balance checks, and can fight at full proficiency on nearly any terrain or surface, unless he fails the balance check.

Improved Evasion: The character only takes half damage on a failed reflex save for half damage, and no damage on a successful save.

Uncanny Dodge: Starting at 3rd level, a Certament can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a Certament already has uncanny dodge from a different class he automatically gains improved uncanny dodge (as the Rogue, page 109) instead.

Acrobatic Charge: At 7th level, a Certament gains the ability to charge in situations where others cannot. He may charge over difficult terrain that normally slows movement. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

Defensive Roll: Starting at 5th level, once per day, when a Certament would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is in a situation that would deny him any Dexterity bonus to AC, he cannot attempt a defensive roll.

Table 3.10: Certament Prestige Class Progression

Level	BAB	Fort	Ref	Will	Special
1	+1	+0	+2	+2	Grace, Fearless

2	+2	+0	+3	+3	Magic Bonus +1, 1d4+2 spells
3	+3	+1	+3	+3	Firm Footing
4	+4	+1	+4	+4	Improved Evasion
5	+5	+1	+4	+4	Uncanny Dodge
6	+6	+2	+5	+5	Magic Bonus +2, 1d4 +2 spells
7	+7	+2	+5	+5	Acrobatic Dodge
8	+8	+2	+6	+6	Bonus Feat
9	+9	+3	+6	+6	Defensive Roll
10	+10	+3	+7	+7	Magic Bonus +3, 1d4 +2 spells

Page 126: missing prestige class

Nine Mandaquan Disciple feats are presented in the book. It is unlikely that Mandalan Mystic Warriors would be able to excel at this art simply by remaining in the Scholar class and devoting their entire stock of character feats to Mandaquan. Even if they did, many of these feats become less attractive at high levels. Therefore, I recommend creating a Mystic Warrior prestige class using the monk base class in *Core Rulebook I* as a model. The prerequisites for entering this class are as follows:

Requirements

To qualify to become a Mystic Warrior, a character must fulfill all the following criteria.

Skills: Concentration 2 ranks, Diplomacy 2 ranks, Knowledge (arcana or religion) 2 ranks, Sense Motive 2 ranks.

Feats: Dodge.

Special: Must spend at least one year in the tutelage of a Mystic Warrior of at least 5th level.

If gamemasters use the above prestige class, I recommend that they disallow the various Mandaquan Disciple feats.

Page 125: Requirements

In the Skills section, replace “Profession (sailor)” with “Drive/Pilot” (see the errata for page 139 for a discussion of this skill).

Alternatively, if you choose to eliminate the Drive/Pilot skill (see the errata for page 139 for the rationale behind this recommendation), then simply replace “(Sailor)” with “(sailor)”.

Page 125: Class Skills

Remove Intuit Direction from the list of class skills for the Gao Sea Rogue. Add Survival instead. The Intuit Direction skill was folded into the Survival skill between 3.0 and 3.5 editions.

Remove Profession (sailor) from the list of class skills (see the errata for page 139 for a discussion of why this skill is obsolete).

Alternatively, if you choose to eliminate the Drive/Pilot skill and Operate Conveyance feat (see the errata for page 139 for the rationale behind this recommendation), then remove Drive/Pilot instead.

Page 126: Table 4.11: Gao Sea Rogue Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.11. Furthermore, the title of the table should be in boldface.

Page 129: Sneak Attack

In the first sentence, replace “certament” with “rogue”.

Page 127: Table 4.12: Revenant Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.12. Furthermore, the title of the table should be in boldface.

Page 128: Table 4.13: Rogue Magician Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.13.

Page 129: Sneak Attack

In the first sentence, replace “certament” with “rogue”.

Page 129: Swordsmage Class Skills

In the first sentence, replace “swordsmageare” with “swordsmage are”.

If you choose to eliminate the Drive/Pilot skill (see the errata for page 139 for the rationale behind this recommendation), then remove Drive/Pilot as a class skill and add Profession (windship sailor).

Replace “Knowledge (arcana)(Int)” with “Knowledge (arcane) (Int)”.

Add a period at the end of the paragraph.

Page 129: Swordsmage Class Features

In the Weapon and Armor Proficiency section, replace “Swordsmager” with “Swordsmage”.

Remove the paragraph detailing the Armored Spellcasting bonus feat. It is likely that any character worthy of the Swordsmage prestige class will already have gained this feat. I suggest including Armored Spellcasting among the Swordsmage bonus feats, and allowing the choice of any feat from this list at 1st level.

Add Armored Spellcasting to the list in the Bonus Feats paragraph.

In the Magic Bonus section, replace “evel” with “level”.

Page 128: Table 4.14: Swordsmage Prestige Class Progression

The table is in Chapter 3 and should therefore be numbered as Table 3.14.

In the level 1 entry, replace “Armored Spellcasting” with “Bonus Feat”. It is likely that any character worthy of the Swordsmage prestige class will already have gained this feat. I suggest including Armored Spellcasting among the Swordsmage bonus feats, and allowing the choice of any feat from this list at 1st level.

In the level 8 entry, replace “Magic Bonus +5” with “Magic Bonus +4”.

In the level 9 entry, replace “Bonust Feat” with “Bonus Feat”.

In the level 10 entry, replace “Magic Bonus +4” with “Magic Bonus +5”.

Page 132: Table: Skills

Replace “Craft (Mundane)” with “Craft (any mundane)”.

Diplomacy should be a class skill for magicians.

Drive/Pilot should have Dex as its key ability, not Int. However, you may wish to eliminate this skill altogether (see the errata for page 139 for the rationale behind this recommendation).

Forgery should be a cross-class skill for magicians.

Replace the skill “Mimcry” with “Mimicry”.

If you choose to eliminate the Navigate skill altogether (see the errata for page 140 for an rationale for its elimination), then it should be removed from this table.

Replace the skill “Researh” with “Research”.

Page 139: Drive/Pilot

The addition of a Drive/Pilot skill and Operate Conveyance feat makes the Profession (boater, driver, sailor, and teamster) skills more or less obsolete. Personally, I believe the addition of the Drive/Pilot skill and Operate Conveyance feat adds unnecessary complexity and difficulty. However, if you choose to go along with the change, I recommend that the Profession (boater, driver, sailor, and teamster) skills be removed and noted thusly in the description of this skill.

If you feel the role of driver/pilot is handled more elegantly using the Profession skill alone, as is the case in the SRD and most d20-compatible material, then I recommend you remove the Drive/Pilot skill altogether, replacing it in all references with the appropriate Profession skill.

Page 139: Drive/Pilot

If you are keeping this skill in the game (see above), then in the last sentence of the “Special:” paragraph, replace “Conveyance Operation feat” with “Operate Conveyance feat”.

Page 140: Knowledge

Remove the Agriculture category. This is already adequately covered by Knowledge (nature) and Profession (farmer).

Remove the Culture category. This is already adequately covered by Knowledge (geography, history, and local).

Remove the Geography category. This is not a new category and is adequately explained in Core Rulebook I.

Remove the Spirits category. This is already adequately covered by Knowledge (arcana and the planes).

Remove the Trivarian category and instead give Sindarans a +8 racial bonus to Knowledge (tactics) when playing Trivarian.

If you follow all of the above recommendations, then the entire Knowledge entry can be removed. If you decide to leave the entry, you may wish to add the following section at the end:

Synergy: Characters with 5 or more ranks in Concentration gain a +2 bonus on their Knowledge (the planes) skill checks when using the Rhabdomancy feat.

Page 140: Mode skill

The description of this skill is confusing and replete with both spelling and grammar errors. Until I can rewrite it, I present a list of quick fixes.

Remove the first sentence, which adds nothing to the description of the skill.

Replace “Preofession” with “Profession”.

Replace “H4eal” with “Heal”.

Replace “must have a least one” with “must have at least one”.

Replace “(a conceal spell)” with “(a Reveal spell)”.

Replace “one rank in Mode (conceal)” with “one rank in Mode (Reveal)”.

Replace “separately for each Order the feat” with “separately for each Order feat”.

Replace “Mode (attack)” with “Mode (Attack)”.

Replace “the ranks existing in the Mode (attck)” with “the existing ranks in the Mode (Attack)”.

Replace the whole final paragraph with the following sentence: “The ability modifier applied to a Mode skill check depends on the Order of the spell being cast; see the list of Orders and their corresponding ability modifiers on page 207.”

Page 140: Navigate

I recommend that this skill be eliminated altogether. Its function is adequately covered by the Survival skill, which is already an underused skill.

Page 143: Air Step

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this feat, I recommend you make the following changes:

This feat seems unbalanced solely due to the fact that it is a free action. At the very least, it should be a swift action. Better yet, I recommend that the last sentence in the feat description be replaced with the following: “Air Step can be attempted only once per round and replaces an attack of opportunity.”

Page 143: Armored Spellcasting

This feat seems unbalanced. I recommend replacing it with the following:

Armored Spellcasting

You may ignore spell failure chance while wearing light armor.

Prerequisite: proficiency with light armor

Benefit: You suffer no chance of spell failure while wearing light armor.

Page 143: Artillerist

The inclusion of this feat makes the Profession (siege engineer) skill unnecessary, which is fine, but this fact should be noted somewhere.

Add the following section to the end of the feat entry: “Special: This feat may be selected as a fighter bonus feat.”

Page 143: Astromancy

This feat probably ought to be a full magical Order, but I will not go into that right now.

In the Benefit section, replace “+2 bonus top all Navigate and Operate Conveyance (windship) skill checks” with “+2 competence bonus to Navigate skill checks, as well as all Drive/Pilot skill checks involving a windship.”

However, if you choose to eliminate the Drive/Pilot skill and Operate Conveyance feat (see the errata for page 139 for the rationale behind this recommendation), then in the Benefit section, replace “+2 bonus top all Navigate and Operate Conveyance (windship) skill checks” with “+2 competence bonus to Navigate and Profession (windship sailor) skill checks.”

Page 143: Bone Breaker

In the Prerequisite section, remove “Furious Blow feat”. There is no such feat.

In the Benefit section, replace the existing text with the following: “As a standard action, you may declare an unarmed strike to be a Bone Breaker, gaining +1 to hit (in addition to your usual unarmed strike bonus) and dealing 1d8+1 damage (plus your usual damage bonuses for Strength, etc). You must declare the attack before rolling to hit. This attack cannot benefit from the use of a gauntlet or other weapon.”

Page 143: Born to the Saddle

I suggest renaming this feat to “Beast Trader”, since the current name suggests an innate skill more akin to the Mounted Combat feat. Furthermore, the description of this feat doesn't seem to take into account the Appraise or Knowledge (nature) skills at all. I suggest replacing the third and fourth sentences with the following: “You gain a +4 bonus to Knowledge (nature) checks to identify and determine the physical attributes of common steeds such as aht-ra, equs, land lizard, mangonel lizard, or strider; and a +4 bonus to Appraise checks to determine the market value of such animals.”

Page 144: missing feat

The Botanomancy feat was omitted from the book and would normally appear on this page. It is presented below from the official Morrigan Press errata, with my own editing already incorporated:

Botanomancy (General) (Green Aeriad Only)

This feat is the Talislantan equivalent of botany. Perfected by the Green Aeriad of Vardune, Botanomancy consists of four main talents that are derived from the botanomancer's training, study of the plant kingdom, and intuition. These abilities are described as follows.

Prerequisite: Must be of the Green Aeriad race.

Benefit:

Nurture Plant: Enables the botanomancer to grow any type of plant from seeds or cuttings, diagnose plants for damage or illness of any sort, and "heal" or rejuvenate plants that have suffered damage due to drought, cold, neglect, herbivores, weapons, and so forth. This skill also allows botanomancers to protect plants from threats such as extreme weather conditions, insect pests, parasitic organisms, molds, and other natural or magical phenomena. Characters with this feat receive a +4 to all Knowledge (nature) and Profession (farmer) skill checks.

Locate Plant: Allows the botanomancer to determine the general location (within 100 yards) where a particular type of plant is most likely to be found growing in its natural state. Note that this talent only works if the plant in question is native to the environment where it is being sought; e.g. a botanomancer can't use this skill to find giant sea kelp in a desert. Characters with the Botanomancy feat automatically succeed on their Knowledge and Search skill checks to locate plants.

Identify Plant: Enables the botanomancer to identify a plant and determine the specimen's properties and characteristics. In order to make an identification the botanomancer must study the plant for a minimum of one round and make a successful Knowledge (nature) check with a +1 competency bonus. Studying for at least one minute adds another +1 modifier (+2 total). One hour of study increases the modifier to +4, and one day of study increases it to +6. Botanomancers can attempt to study a plant that they have previously failed to identify, with a -2 modifier for each previous failed attempt.

Botanomantic Hybridization: Allows the botanomancer to create a hybrid from any two types of plants. To do so, she must have living specimens (cuttings, roots, seeds, etc.) from both kinds of plants, access to a suitable growing medium (soil, humus, etc.) and other substances necessary for growth, such as water and light. The character must then make a successful Profession (farmer) skill check against a DC of 20. If successful, the attempt yields a hybrid seedling; the GM determines the properties of the hybrid when it reaches maturity. Note that young hybrids are fragile and may be susceptible to disease, adverse environments, parasites, and so forth.

Page 144: Cartomancy

In the Prerequisites entry, remove "Cha 14+". All Rahastrans receive Cartomancy as a bonus feat, so the Charisma requirement is superfluous.

Page 144: Conveyance Expert

If you choose to remove the Drive/Pilot skill (see errata for page 139 for an explanation about this recommendation), change "Drive/Pilot and Navigate skill checks" to "Navigate and Profession skill checks related to the operation of a conveyance."

Page 144: Double Jump Kick

In the Prerequisite section, replace "Sidekick" with "Side Kick".

Page 144: Elementalism

In the first sentence of the Benefits section, replace "Crystalomancy" with "Elementalism".

Page 144: Jumpkick

Change the title of this feat to "Jump Kick".

Page 145: Lotus Hand

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this poorly designed/written feat, I suggest reworking the Benefit section as follows:

Benefit: When making a trip attack as an unarmed attack of opportunity (see the Willow Root feat), you gain a bonus equal to the opponent's Strength modifier. In addition, the damage suffered by the opponent if you are successful is 1d6 points of non-lethal damage plus her own Strength modifier.

Page 146: Mandaquan Disciple

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this feat, I recommend you make the following changes:

In the last sentence of the first paragraph, replace "Nonlethal Damage" with "non-lethal damage".

In the first sentence of the second paragraph, replace "Madaquan" with "Mandaquan".

Replace the Benefit section with the following: "You gain a +1 dodge bonus to AC. This bonus is not applied in situations where you lose your Dexterity bonus to AC. You do not provoke attacks or opportunity from armed opponents when you attack them while unarmed."

Page 146: Multiple Attacks

This feat fills the same role as Multiattack and Multiweapon Fighting, both of which are in the d20 SRD. Using existing feats from the SRD is preferable to creating new ones that do the same thing. Therefore I recommend getting rid of the confusing terminology and replacing this feat with the following two feats, copied in their entirety from the SRD:

Multiattack (General)

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Multiweapon Fighting (General)

Prerequisites: Dex 13, three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

Normal: A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

Special: This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

Page 146: Night's Touch

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this feat, I recommend you make the following changes:

In the Prerequisites section, unbold everything after "Prerequisite:" and replace "Disciple" with "Disciple".

Page 146: Operate Conveyance

In the first sentence of the second paragraph, replace "all kind carts, wagons and chariots" with "all kinds of carts, wagons, and chariots."

The addition of an Operate Conveyance feat and a Drive/Pilot skill makes the Profession (boater, driver, sailor, and teamster) skills more or less obsolete. Personally, I believe the addition of the Operate Conveyance feat and Drive/Pilot skill adds unnecessary complexity and difficulty. However, if you choose to go along with the change, I recommend that the Profession (boater, driver, sailor, and teamster) skills be removed and noted thusly in the description of this feat.

If you feel the role of driver/pilot is handled more elegantly using the Profession skill alone, as is the case in the SRD and most d20-compatible material, then I recommend you remove the Operate Conveyance feat altogether.

Page 146: Phantom Strike

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this feat, I recommend you make the following changes:

Replace the last sentence with the following: "This effect lasts for 1d6 rounds. Penalties from multiple Phantom Strikes stack."

Page 147: Rhabdomancy

In the Prerequisites entry, remove the various Knowledge skill prerequisites. All Gnorls receive Rhabdomancy as a bonus feat, so the skill requirements are superfluous.

In the second paragraph of the Benefits section, replace "Knowledge (Herbalism)" with "Knowledge (nature)".

In the second paragraph of the Benefits section, replace "Knowledge (sprints)" with "Knowledge (the planes)".

In the third paragraph of the Benefits section, replace "the Rhabdomancers feat" with "the Rhabdomancy feat".

In the fourth paragraph of the Benefits section, replace "Knowledge (spirits)" with "Knowledge (the planes)".

The Check section needs to be fleshed out with more details about the effects of such attempts, but in the meantime, I will suggest only to replace "Knowledge (spirits)" with "Knowledge (the planes)".

Remove the Special section entirely. A feat that grants a +2 skill bonus to a skill that is required for the use of the feat is bad design. Instead I suggest replacing it with a racial bonus to that skill, since all Rhabdomancers are Gnorls anyway.

Replace the Synergy section with the following:

Synergy: Characters with 5 or more ranks in Concentration gain a +2 bonus on their Knowledge (the planes) skill checks when using the Rhabdomancy feat.

(For completeness' sake, it wouldn't hurt to create an entry on page 131 for the Concentration skill, and include the synergy information there, too.)

Page 148: Second Sight

Replace the entire Effect section with the following:

Benefit: You receive a +2 insight bonus to Knowledge (the planes) and Sense Motive skill checks.

Page 148: Sense Living

In the title of the feat, remove "(Muses Only)".

In the second sentence of the Benefit section, replace "dicern" with "discern". Also remove the comma before "or something is near."

Page 148: Sidekick

Change the title of this feat to "Side Kick".

In the Benefit section, replace the last sentence with "This attack is a standard action."

Page 149: Tazian Combat

In the first sentence, replace "type o-f" with "type of".

In the Benefit section, add the following to the end of the last sentence: "when wearing half or full garde."

Page 149: Telepathic Projection

In the title of the feat, remove "(Muses Only)".

Replace the entire Benefits section with the following re-write, which clarifies things a lot better, removes some ambiguous rules reference (What is the DC of the Will save? What does 'level' refer to in the statblock?), provides a daily limit to psychic attacks (for game balance reasons), and corrects numerous spelling and grammar errors:

Benefit: As a standard action, you may alter the mood of a single creature within 100 feet of you (this is a mind-affecting ability). If the target fails a Will save (DC 10 + half your effective character level + your Cha modifier), its attitude toward you becomes one step more positive (e.g. an unfriendly creature would become indifferent). Furthermore you and your allies gain a +4 competence bonus to Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks involving the affected creature. The effect lasts one minute and does not stack with itself.

Additionally, once per day, you may choose to inflict mental anguish on a creature, preventing it from taking any actions (though it is not considered helpless). To maintain this psychic attack, you may take no action other than concentrating on the target, and the victim is entitled to a Will save each round to free themselves of the mental imagery. Once the target makes a successful saving throw, the psychic attack ends and cannot be used again that day.

Page 150: Telepathy

In the title of the feat, remove "(Muses Only)".

Add the following entry above Benefit: "Prerequisite: Must be of the Muse race."

Page 150: Telepathy II

In the Prerequisites section, replace "Telepathy" with "Telepathy".

Page 150: Weapon Grab

Replace the last sentence of the Benefit section with the following: "This is a move equivalent action."

Page 150: Water Stance

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this feat, I recommend you make the following changes:

Boldface the word "Prerequisite".

Replace the Benefit section with the following: "On your turn, you may enter the Water Stance as a swift action, gaining a +4 dodge bonus to AC and Reflex saving throws. These bonuses are not applied in situations where you lose your Dexterity bonus to AC. These bonuses stack with those provided by the Mandaquan Disciple feat."

Page 150: Willow Root

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class). If you wish to retain this poorly designed/written feat, I recommend you replace the Benefit section with the following:

Benefit: When you make an unarmed attack of opportunity, you may declare it to be a trip attack. If successful, it forces the opponent to fall prone, take 1d4 points of non-lethal damage, and lose the action that precipitated the attack of opportunity. This feat can be used once per round.

Page 151: Wind Dance

I recommend replacing the various Mandaquan Disciple feats in favor of class features of a Mystic Warrior prestige class (see the errata for page 125 for details of this proposed prestige class).

Page 151: Zealot

Replace “Effect:” with “Benefit:” Furthermore, this feat seems both misdirected and unbalanced. I suggest replacing it with the following two feats:

Smite Infidel

The strength of your faith flows through you, allowing you to inflict terrible wounds on your enemies.

Prerequisite: Cha 13+

Benefit: Once per day, you may attempt to smite an infidel with one normal melee attack. You add your Charisma modifier (if any) to your attack and damage rolls.

Special: You may take this feat multiple times, each time gaining an additional daily use of the smite ability.

Zealot

The enemies of your faith find your strictly regimented mind difficult to sway.

Benefit: You gain a +2 morale bonus to saving throws against mind-affecting spells and effects that originate from infidels. However, you suffer a -2 to saving throws against mind-affecting spells and effects that originate from authority figures of your faith.

Page 152: Table: Feats

Remove Ambidexterity. This feat was folded into Two-Weapon Fighting between 3.0 and 3.5 editions.

Move Armored Spellcasting under Armor Proficiency (light).

Under Combat Expertise, add Improved Feint.

Under Combat Expertise, move Mobility and Spring Attack to indented locations under Dodge.

Under Improved Unarmed Strike, add Snatch Arrows.

Investigator is listed twice.

Invocation is listed twice.

Under Kanquan Disciple, move Side Kick to an indented location under Furious Kick.

Under Kanquan Disciple, replace “Double Jump” with “Double Jump Kick” and move it to an indented location under Side Kick.

Under Mandaquan Disciple, add Willow Root.

Under Mandaquan Disciple, move Lotus Hand to an indented location under Willow Root.

Under Mandaquan Disciple, indent Night’s Touch, since it lists Phantom Strike as a prerequisite.

Under Mandaquan Disciple, replace “Wild Dance” with “Wind Dance” and move it to an indented location under “Air Step”.

Under Mandaquan Disciple, indent Whirling Winds, since it lists Wind Dance as a prerequisite.

Under Mounted Combat, replace “Ride by Attack” with “Ride-By Attack”.

Replace “Multiple Attacks” with “Multiattack” and add Multiweapon Fighting (see the errata for page 146 for the rationale behind these recommendations).

You may wish to eliminate the Operate Conveyance feat (see the errata for page 139 for the rationale behind this recommendation).

Under Point Blank Shot, add Far Shot.

Rapid Reload should not be indented; Quick Draw is not a prerequisite for it.

Remove Renown. This feat is not detailed anywhere in the book and the version of this feat described in Unearthed Arcana is not recommended as it requires additional rules for reputation scores.

Self Sufficient is listed twice.

Shamanism is listed twice.

Shield Proficiency is listed twice.

Under Shield Proficiency, replace “Improved Shield Proficiency” with “Improved Shield Bash”.

Replace “Simple Weapons Proficiency” with “Simple Weapon Proficiency”.

Add Smite Infidel, if you agree with my recommendation (see the errata for page 151, Zealot feat).

Move Swashbuckler to an indented location under Weapon Finesse.

Replace “Tazian Combat Style” with “Tazian Combat”.

Under Tazian Combat, indent Body Slam, since it lists Garde Parry as a prerequisite.

Replace “Telepmathy” with “Telempathy”.

Under Telempathy, indent Telempathic Projection, since it lists Telempathy II as a prerequisite.

It would be helpful to identify the fighter bonus feats with a footnote: Blind-Fight, Combat Expertise, Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack

Page 153: Currency

At the end of the first paragraph, replace “used in the PHB” with “used in Core Rulebook I.”

Page 154: Blade-Staff

The description of the weapon is inadequate from a rules perspective. Replace it with the following:

This Kasmiran device resembles a common wooden staff or walking stick. When the center section is twisted (a move-equivalent action that requires two hands), blades hidden inside either end of the staff snap into place, enabling the device to be used as a double spear. A character can fight with both ends of a blade-staff as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon. The character can also choose to wield a blade-staff two handed, attacking with only one end of it.

Page 156: Crystalblade

Replace the last two sentences with “Even non-magical versions of these keen blades are treated as magical for purposes of overcoming damage reduction.”

Page 156: War-Whip

Add a paragraph break before the War-Whip entry, to denote that it is entirely separate from the War Flail.

Page 158: Table 6.01: Weapons

The table is in Chapter 5 and should therefore be numbered as Table 5.01.

The damage listed for the Sap entry should be “1d4³” and “1d6³” respectively.

Page 159: Exotic Weapons

Replace “Blade Staff” with “Blade-Staff”. The damage listed for the Blade Staff should be 1d6/1d6 and 1d8/1d8.

Page 160: Exotic Weapons (cont)

The asterisk shown in the damage columns for the Rod of Alchemy is not footnoted. Add the following at the bottom of the table:

* Damage varies depending on the alchemical mixture dispensed.

Page 160: Spring-Knife

The description of the weapon is inadequate from a rules perspective. Replace it with the following:

This Kasmiran device resembles a small scroll tube made of metal or ivory. When the device is aimed and a hidden button is depressed (a standard action), a spring-loaded knife blade flies forth from inside the tube. Your Strength modifier does not apply to damage rolls with the spring-knife, since it is a projectile weapon. You can fire, but not load, a spring-knife with one hand. Loading a spring-knife is a move action that requires two hands and provokes attacks of opportunity.

Page 162: Table 6.02 - Armor

The table is in Chapter 5 and should therefore be numbered as Table 5.02, and the hyphen should be replaced with a colon for consistency with other table formatting.

Page 162: Table 6.02 - Armor

Reduce the weight of gnomekin scale from “35 lb” to “17½ lb.” The Talislanta 4th edition rules do not account for armours of different sizes, nor are the gnomekin (or other Small characters) given adjustments to their carrying capacity, as are Small-size creatures in the d20 rules. Therefore, in the d20 edition, it should be assumed that all suits of gnomekin scale are sized for Small wearers, with the appropriate reduction in weight.

Page 164: Table 6.03 - Siege Weapons

The table is in Chapter 5 and should therefore be numbered as Table 5.03, and the hyphen should be replaced with a colon for consistency with other table formatting.

Page 167: Table 6.03 - Conveyances

The table is in Chapter 5 and it is the fourth numbered table, so it should therefore be numbered as Table 5.04, and the hyphen should be replaced with a colon for consistency with other table formatting.

The listing for "Palnquin, aerial" should be replaced with "Palanquin, aerial".

The listing for "Wagon (opne)" should be replaced with "Wagon (open)".

The listing for "War Chariort (Rajan)" should be replaced with "War Chariot (Rajan)".

The listing for "Warship (ocengoing)" should be replaced with "Warship (oceangoing)".

Page 177: Stenchroot

The CON roll should be replaced with a Fort save, for consistency sake. Replace sentences 2 and 3 with the following: "Someone directly contacted by stenchroot juice must make a Fort save (DC 20) or become nauseated. Those who make the save are merely sickened. Someone in the same space as stenchroot vapours--but not directly struck by them--must make the same saving throw but gains a +4 bonus to the roll."

Page 182: List of Alchemical Ingredients

In the Stenchroot entry, replace "(dram" with "(dram)".

Page 182: Travelers Equipment

The unaligned tabs in the table should be lined up properly.

Page 185: Trade Goods

The second column has two lines of errant headers. One should be moved to the top of the column, and the other should be deleted.

Page 190: About Orders and Modes

In the second paragraph, sixth sentence, replace "separet" with "separate".

Page 190: Learning Spells

Add the paragraph below to the end of this section. [Source: official errata from Morrigan Press]

For those who prefer a more "magic-heavy" setting, the rules concerning XP costs can be halved, or even dropped entirely. The rules, as written, are intended to reflect the vision of Talislanta's magic of Talislanta's creator, Stephan Michael Sechi. As with everything related to Talislanta, individual players and gamemasters are free to make whatever changes to the setting they choose. It's all about having fun, and Talislanta can be many things to many people.

Page 191: Spellcasting

Add the following sentence to the end of the paragraph entitled "2. Spell Modification" (this is only implied and should be directly stated):

Modifications to a spell made at the time of casting cannot reduce its casting DC from that of the unmodified spell.

Page 197: Sidebar: List of Modes

The description of the Ward mode should read, "Provides immunity to diseases, poison, the environment, mind control, etc."

Page 199: Defende Spell Variables

The title of this section should be replaced with "Defend Spell Variables".

Page 200: Table: Defend Spell Variables

Replace "Barrier Size: 5 sq feet" with "Barrier Size: 5 ft diameter".

Replace "Barrier Size: per +5 sq. feet +5 +10" with "Barrier Size: per +1 ft diameter +1 +2". The text explains these confusing table entries, but these changes clarify them.

Page 203: Table: Reveal Spell Variables

Replace "Concealment: 10%" with "Concealment: Partial (20% miss chance)." Replace "Concealment: 50%" with "Concealment: Total (50% miss chance)." Remove the entries for 25%, 75%, and total concealment; these have no corollary in the d20 system.

Page 205: Reverse: Banish

In the third sentence, remove the words "Like Summon,". This phrase incorrectly implies that Summon spells require the same amount of time as Banish spells, which isn't true.

Page 205: Summon

The Challenge Rating system is an inaccurate method of adjudicating which creatures may be summoned or banished. Hit dice are more standardized and easily tallied.

Page 205: Table: Summon Spell Variables

In the last line of the table, replace “Duration: up to 1- minutes” with “Duration: up to 10 minutes”.

The table doesn’t include range. How far away can a creature be summoned (or targeted for banishment)? I suggest adding the same range entries as the Attack Spell Variable table on page 198.

Page 206: Table: Ward Spell Variables

Replace “Duration: [er extra minute” with “Duration: per extra minute”.

The Area entries are either confusing or contradictory. I recommend replacing the first one with “Single object: per foot radius”.

Page 207: Table: Orders of Magic

In the italicized footnote to the table, remove the comma before “to the casting roll.”

Page 209: Cryptomancy Advantages

I recommend adding the following sentence before the final sentence in the paragraph: “A cryptomantic spell may be triggered intentionally as a move action.”

In the last sentence of this section, replace “she must enchant the rune, as per the rules for Enchantment which can be found at the end of the chapter” with “she must follow the normal rules for creating magic items.” The full rules for Enchantment were omitted from the d20 edition. A simple way to determine enchantments is to apply the increased DC for permanent spells found on 207. Ambitious Gamemasters who wish to convert the full rules for creating enchanted items into the d20 system can find them in the 4th edition Talislanta rulebook on page 88.

Page 209: Cryptomancy Modes

In the Alter Effects section, replace “Ac” with “AC”.

Page 210: Crystalomancy Advantages

Remove the period after “Store Crystalomantic Force.”

Replace the third sentence with the following: “The stored power can be used by the caster or by someone else, all at once or a little at a time, as a wondrous item that requires a standard action to activate; the individual is not required to have knowledge of crystalomancy.” This sentence clarifies the activation procedure.

Remove the last sentence, which refers to a maximum number of enchanted items a person can carry. The rule to which this sentence refers was removed from the d20 edition of Talislanta (though Gamemasters who wish to implement it can find it in the 4th edition Talislanta rules on page 22).

Page 210: Crystalomancy Limitations

In the second sentence, delete the phrase “and the level of the spell cannot exceed the number of carats of the crystal.” During the conversion of the Talislantan magic system to d20, spell levels were forsaken in favour of casting DCs.

Page 210: Crystalomancy Modes

In the Alter Effects entry, replace “used” with “use”.

In the Summon Effects entry, replace “may only summon” with “may summon only”.

Page 217: Summon Effects

Replace “Ability Level 7” with “CR 7”.

Replace the last sentence of this paragraph with the following: “Typically they are invisible and incorporeal.” The Weird spell was not included in the d20 edition of Talislanta (though Gamemasters who wish to implement it can find it in the 4th edition Talislanta rules on page 81).

Page 219: Black Mists of Malnangar

The information in parentheses after the title of the spell should be “(Necromancy)” instead of “(Attack)”.

Page 220: Detect Unnatural

Remove the errant semi-colon in the Casting DC line.

Page 222: Mists of Obscurement

In the Casting DC entry, replace “20 (+2 duration, +8 concealment)” with “16 (+2 duration, +4 concealment)”.

In the last sentence of the spell description, replace “75% concealment” with “total concealment (50% miss chance).” It is unclear what “75% concealment” means in the context of the d20 rules.

Page 223: Rune of Battle

In the Mode entry, replace “Alteration” with “Alter”.

Replace the line “Targets: One Object” with “Area of Effect: One weapon”.

Page 223: Seal of the Forbidden Passage

In the Mode entry, replace “Conjuration” with “Conjure”.

Replace the line “Targets: One Object” with “Area of Effect: One closed door”.

Page 223: Shaladin’s Blade-Icon

In the Mode entry, replace “Conjuration” with “Conjure”.

Replace the line “Targets: One Object” with “Area of Effect: One worn object”.

Remove the word “Description:” at the beginning of the paragraph describing the spell effect.

Page 223: Symbol of Clarity

In the Duration entry, replace “5 rounds” with “1 minute”.

Page 223: Sympathetic Magic

In the Mode entry, replace “Heal - Harm” with “Heal (Harm)”.

Page 225: Chapter Seven

In the title of this chapter, replace “Gamemaster’s Only” with “Gamemasters Only”.

Page 241: Table 8.01: Diseases

The table is in Chapter 7 and should therefore be numbered as Table 7.01.

Page 254: Aramatus

Change the creature’s type from “Large Beast” to “Large Animal”. The Beast creature type was eliminated between 3.0 and 3.5 editions.

Page 261: Duadir

Change the creature’s type from “Large Beast” to “Large Animal”. The Beast creature type was eliminated between 3.0 and 3.5 editions.

Page 265: Filch

Double-check the grapple modifier. I suspect it’s wrong.

Under Special Qualities, replace “Shadwo” with “Shadow”.

In the Shadow Blend ability description, replace “shadow mastiff” with “filch”. Also replace the last sentence with “Natural or magical daylight, however, will.” There is no daylight spell.

Page 266: Imp, Sardonicus

Under Special Attacks, replace “spell-like abilities” with “spells”

Page 267: Kra

Change the creature’s type from “Huge Beast” to “Huge Animal”. The Beast creature type was eliminated between 3.0 and 3.5 editions.

Change the Armor Class from “0” to “20”.

Page 278: Tarkus

Change the creature’s type from “Huge Beast” to “Huge Animal”. The Beast creature type was eliminated between 3.0 and 3.5 editions.

Page 281: Whisp

Wild Empathy is listed twice. Delete the first paragraph describing it.