

Forgotten Realms[®] Player's Guide

Updated 1/09

Update version 1

Promise of the Storm [Revision]

Forgotten Realms Player's Guide, page 10

In the Effect line, replace the first sentence with "Until the end of your next turn, you deal 1d8 extra damage when you hit with a thunder attack or a lightning attack."

Booming Blade [Revision]

Forgotten Realms Player's Guide, page 27

In the Hit line, replace "start of its turn and moves away" with "start of its next turn and moves away during that turn".

Free the Storm Within [Deletion]

Forgotten Realms Player's Guide, page 31

Remove the weapon keyword.

Bolstering Warding [Revision]

Forgotten Realms Player's Guide, page 31

Replace "each turn" with "your turn".

Darkspiral Aura [Revision]

Forgotten Realms Player's Guide, page 35

From the first line of the third paragraph, remove "Once per round as a free action,".

Spellscarred Powers [Addition]

Forgotten Realms Player's Guide, page 41

Add the following paragraph to the Spellscarred Powers introduction:

Spellscarred learn to focus the energy of the Spellplague through familiar tools. A spellscarred can use his or her class's implements, as well as implements he or she can wield because of a feat, with spellscarred powers that have the implement keyword.

Shyran Cataclysm [Revision]

Forgotten Realms Player's Guide, page 47

Replace Weapon keyword with Implement keyword.

Earthsurge [Revision]

Forgotten Realms Player's Guide, page 52

In the Effect line, add "until the end of your next turn" to the end of the second sentence.

Tempest Burst [Addition]

Forgotten Realms Player's Guide, page 53

In the Attack line, add " + 5" after "Strength," "Dexterity," and "Constitution".

Elemental Fury [Addition]

Forgotten Realms Player's Guide, page 53

In the Attack line, add " + 6" after "Strength," "Dexterity," and "Constitution".

Shadow Hand Attack [Addition]

Forgotten Realms Player's Guide, page 55

In the Hit line, add "+ Dexterity modifier" to the end of the sentence.

Argent Arrow [Revision]

Forgotten Realms Player's Guide, page 57

In the Special line, replace "total cover" with "superior cover".

Spellfire Healing [Addition]

Forgotten Realms Player's Guide, page 64

Add the "Healing" keyword.

Tumbling Gale [Addition]

Forgotten Realms Player's Guide, page 70

Add "within 10 squares" after "Area burst 2" in the Range line.

Firesoul Conflagration [Addition]

Forgotten Realms Player's Guide, page 71

In the Hit line, add "modifier" after "Strength or Constitution".

Renewing Dawn [Addition]

Forgotten Realms Player's Guide, page 73

In the Effect line, add "before the end of your next turn" after "When you or one of your allies spends a healing surge".

Channel Divinity: Blessing of Silvanus [Revision/Deletion]

Forgotten Realms Player's Guide, page 132

In the Target line, replace "One ally" with "The triggering ally".

Remove the first Special line.

Improved Darkspiral Aura [Revision/Deletion]

Forgotten Realms Player's Guide, page 138

In the first paragraph, change "1d8" to "1d10".

In the second paragraph, delete everything before "at 21st level".

Merciless Killer [Addition]

Forgotten Realms Player's Guide, page 138

In the Benefit line, add "against that enemy" to the end of the sentence.

Blade Initiate [Addition]

Forgotten Realms Player's Guide, page 139

In the Benefit section, add "as a minor action" to the end of the second sentence.

At the end of the Benefit section, add "In addition, you can use swordmage implements."

The tables below track the changes to each release of the update document.

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