

# Legacy of Damnation – Official Errata and Clarifications

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The following changes and clarifications apply to the first printing of *Legacy of Damnation*. As a general policy, whenever descriptive text conflicts with tables, the text takes precedence over the contents of tables. (Specific exceptions, if any, will be called out in this document.) If you have additional questions or would like more information about products from Paradigm Concepts, please send us an e-mail on [ParadigmConcepts@aol.com](mailto:ParadigmConcepts@aol.com) or visit our Web site at <http://www.paradigmconcepts.com>. For players of our Organized Play campaign LIVING ARCANIS, please visit the official campaign Web site at <http://www.livingarcanis.com>. For more information about the campaign and its ongoing development of the world of Arcanis, you can also join our Internet Forum at on the Paradigm Concepts website.

## Chapter One: Tieflings, Half-Fiends, and Other Nasty Folk

There are currently no errata for this chapter.

## Chapter Two: The Sealed Lands

There are currently no errata for this chapter.

## Chapter Three: New Rules

### Dark-kin – Pages 70-71

**Errata:** The Unnatural Aura quality also imposes a –2 penalty on Handle Animal checks.

### Brood of Caneturec – Page 72

**Clarification:** The second first rank bloodline power, *Nimbleness* is present in the book. However, a layout problem has it in the same paragraph as the *Book of Knowledge* power and without a bold title.

### Brood of Chuhar – Page 72

**Clarification:** The second first rank bloodline power, *Serpent's Blood* is present in the book. However, a layout problem has it in the same paragraph as the *Gaze of the Pit* power and without a bold title.

### Brood of Hamaimon – Pages 72-73

**Clarification:** The *Speak of the Devil* bloodline power functions as written, however, it does require an unobstructed path to exist between the individual speaking, and the dark-kin. Treat this similar to the requirements of the *message* spell in regards to obstructions.

### Infernal Arcanist – Pages 76-77

**Errata:** The bonus feats entry incorrectly limits the selection of these feats; these bonus feats can be any feat for which the Arcanist meets the prerequisites.

**Errata:** The listed caster level increases for this class are incorrect. The correct progression is 4/5ths of the class level. Refer to the following class table excerpt.

Caster	
Level	Level
1 <sup>st</sup>	1
2 <sup>nd</sup>	2
3 <sup>rd</sup>	2
4 <sup>th</sup>	3
5 <sup>th</sup>	4
6 <sup>th</sup>	5
7 <sup>th</sup>	6
8 <sup>th</sup>	6
9 <sup>th</sup>	7
10 <sup>th</sup>	8

### Infernal Stalker – Pages 78-79

**Errata:** There is a disparity between the class table and the text for the ability increases. In this instance, the table is correct. The correct text for this ability is:

**Ability Increase (Ex):** At 3<sup>rd</sup>, 6<sup>th</sup>, and 9<sup>th</sup> levels the physical powers of your Infernal Heritage manifest themselves. At 3<sup>rd</sup> level you gain a +1 racial bonus to Dexterity, at 6<sup>th</sup> level you gain a +1 racial bonus to Constitution, and at 9<sup>th</sup> level you gain a +1 racial bonus to Strength.  
The full power of your Infernal Heritage becomes manifest at 10<sup>th</sup> level when these bonuses all increase to +2 racial bonuses.

**Errata:** There is a disparity between the class table and the text for the *Improved Uncanny Dodge* ability. This ability is gained at 10<sup>th</sup> level, as indicated on the class table.

### Blood Scales – Page 80

**Errata:** You cannot heal the damage dealt by the Blood Scales feat while you still retain its benefit; however, taking the feat additional times no longer increases the damage dealt, it only increases the natural armor bonus.

### **Blood of my Brother – Page 80**

**Clarification:** Using this feat is a standard action.

### **Brood of the Demon Lords – Page 80**

**Errata:** The caster level for this effect is equal to your character level.

### **Brood of the Devil Kings – Page 80**

**Errata:** The caster level for this effect is equal to your character level.

### **Daemonic Appearance – Pages 80-81**

**Errata:** The damage multiplier when charging with the *Horns of the Beast* does stack with Spirited Charge; however, like all other multiplier stackings it simply adds one to the total multiplier when they combine.

**Clarification:** The reference in the *Hooves of the Beast* ability to the *Massive Horns* or *Horns of the Beast* feats is a reference to those particular abilities, as granted by the *Daemonic Appearance* and *Infernal Taint* feats.

### **Fire Blood – Page 82**

**Clarification:** In all uses of this feat, the weapon damage dealt is only the base damage of the weapon plus any enhancement bonus it has. Other damage bonuses are not applied to the damage inflicted as part of using this feat.

### **Natural Rejection – Page 84**

**Clarification:** The save bonus granted by this feat applies to any effect with the listed elemental subtypes, or that deals damage of the associated types (acid, cold, electricity or fire).

### **Poison Blood – Page 84**

**Clarification:** In all uses of this feat, the weapon damage dealt is only the base damage of the weapon plus any enhancement bonus it has. Other damage bonuses are not applied to the damage inflicted as part of using this feat.

### **Order of the Ivory Bow – Pages 85-89**

**Errata:** The listed class skill of Knowledge (Infernal) (Int), should instead be replaced with Knowledge (The Planes: Infernal) (Int). The latter is the correct specialization of the root knowledge skill.

**Errata:** There is a discrepancy between the class table and the text in regards to the level at which the Blood Magic ability is gained. In this instance, the table is correct. The Blood Magic ability is gained at level 6 (caster level 3).

**Clarification:** The bow created through the *Bone Bow* ability, while not masterwork, can be enchanted using

standard Magic Item Creation rules. If an enchanted bow is destroyed, and later replaced, the magical enhancements must also be created again, at full cost.

**Clarification:** The history of the class talks about a two year training period. In the Living Arcanis campaign, this training is assumed to happen during the time between adventures, and no additional time unit expenditure is required.

### **Descendant – Pages 91-94**

**Errata:** The second option of the special requirement for this prestige class is incorrect; the correct second option is:

an Infernal with 19 or more HD
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**Errata:** The class skills entry of this prestige class is incorrect. It should read as follows.

The descendant's class skills (and the key ability for each skill) are: Bluff (Cha), Climb (Str), Craft (any) (Int), Intimidate (Cha), Jump (Str), Knowledge (Arcana) (Int), Knowledge (Local) (Int), Knowledge (The Planes) (Int), Swim (Str), Tumble (Dex)
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### **Hell Rider – Pages 94-96**

**Errata:** Remove the Animal Empathy entry from the class skills listing of this prestige class. Instead, the Hell Rider should gain the Animal Empathy ability of a druid, starting at 1<sup>st</sup> level. The Hell Rider does suffer the Unnatural Aura penalties to this ability, however, the penalties do not apply when using the ability on creatures of the same kind as his chosen mount.

### **Infernal Harmonist – Pages 96-98**

**Clarification:** The *Unnerve* and *Despairing Wail* abilities do not stack.

### **Infernal Berserker – Pages 98-99**

**Errata:** The Infernal Berserker prestige class is missing one requirement. Characters must also have a base attack bonus of at least +7 to qualify for this prestige class.

**Clarification:** The bonuses granted by the *Intense Rage*, *Fanatical Rage* and *Demonic Rage* abilities do not stack with similar abilities from other classes (including the *Twisted Form* of a Warped One, see the *Player's Guide to Arcanis* for details of Warped Ones).

**Clarification:** The benefit of the *Sudden Fury* ability does not extend to any class abilities other than those explicitly named.

**Errata:** The second sentence of the second paragraph of the *Demonic Rage* ability should be changed to the following. The remainder of the ability is unchanged.

Each round in which an Infernal Berserker is acting under a demonic rage, and has no foes present, the Infernal Berserker suffers his or her Strength modifier in damage (this damage is not subject to damage reduction of any kind).

### Sentinel – Pages 101-102

**Clarification:** The benefits of the *Fiendslayer* ability stack with those granted by the *Favored Enemy* ability of a Ranger, and with other similar abilities that stack with the latter.

**Clarification:** The *Fiendslayer* ability does not count as Favored Enemy for the purposes of meeting requirements for feats, or prestige classes.

**Clarification:** Allies affected by the *Heart of the Heavens* ability do receive temporary hit points (1d10 plus their Constitution modifier) that persist so long as the ability is active (the temporary hit points are not restored, but they do not disappear except through damage while the ability is active).

**Errata:** The *Heart of the Heavens* ability can only be used three times each day, and lasts for one minute each time it is used.

**Clarification:** The *Heart of the Heavens* ability, as implied in its text, cannot be gained by a ninth level Sentinel who reaches “tenth” level through another Sentinel’s use of this ability.

**Clarification:** Multiple uses of *Heart of the Heavens* do not stack, even if from different Sentinels.

### Summoner – Pages 102-104

**Errata:** The bonuses granted by the *Advanced Summons* ability are enhancement bonuses; this means amongst other things that they do not stack with the benefit of the Augment Summoning feat. As a bonus, having this ability counts as the Augment Summoning feat for the purposes of feat and prestige class requirements.

### Taint Hunter – Pages 104-105

**Errata:** The base Will save requirement of +5 is incorrect, this requirement should be +3.

**Errata:** The following skills are missing from the listed class skills of this prestige class: Spellcraft (Int).

**Errata:** The *Detect Taint* ability of this prestige class can pinpoint the location of a Tainted creature, however, it can only do so if the creature is within 5 ft. (similar to how the scent ability functions).

**Clarification:** In Living Arcanis, a Taint Hunter can travel with a tainted PC in the party, however, it is at the GMs discretion as to whether an *atonement* is necessary. Generally, if the Taint Hunter does nothing

to assist the tainted PC, excepting what would aid in the survival of other companions and himself, then no *atonement* is necessary. Providing assistance above and beyond that would definitely require an *atonement* except under exceptional conditions. As with anything else, the GM at the event has the final say on whether an *atonement* is needed or not.

### Warlock – Pages 105-107

**Errata:** The Warlock prestige class should gain a caster level advancement at all levels except 1<sup>st</sup> and 5<sup>th</sup>.

### Binding Domain – Page 114

**Clarification:** This domain, despite sharing a name, is distinct from the Binding prestige domain that is available to members of the *Sarishan Binders* prestige class. It is not possible for a caster to have access to both versions; if you gain access to the Binding prestige domain and previously had the Binding domain, then you should select a new base domain.