

ERRATA

SWORD COAST ADVENTURER'S GUIDE

This document corrects and clarifies some text in *Sword Coast Adventurer's Guide*. The changes appear in recent printings of the book. When updates are added to this document, its version number increases, and the word "New" appears before the latest changes.

CHAPTER 1

The Afterlife (p. 20). In the second paragraph, the sentence beginning "The truly false and faithless ..." has been deleted.

The Elven Pantheon (p. 23). In the entry for Deep Sashelas, "Tempest" has been added to the Domains column.

CHAPTER 2

Fort Morninglord (p. 80). The following text has been added to the end of the first sentence: "in a calamitous event that blackened every stone and sealed its doors and windows." Also, the sentence that begins "The fort remains sealed today" is now merged with the next sentence, it now reads, "The fort remains sealed today, and guards occupy a fortified encampment nearby to patrol this area and serve as a deterrent ..." [This change intentionally removes mention of the paladins of Elturgard.]

The Uthgardt Tribes and Their Territories (p. 93). At the end of the "Sky Pony" subsection, "often on pegasus-back" has been deleted. Also, the "Elk" subsection now reads, "The Elk are fierce raiders and savage killers throughout their nomadic range: the Evermoors and the plains east of the Dessarin and lower Surbrin river valleys. Of the Uthgardt tribes, they are the most arrogant, surly, and self-indulgent. Considered by many to be little more than bandits, they often raid other tribal settlements for food, plunder, and sport."

Lost Tribes of the Uthgardt (p. 94). The first paragraph of the sidebar now reads, "Some Uthgardt tribes are seen by others as lost to the world. They are considered anathema, and even speaking of them outside certain contexts is forbidden." In addition, the Gray Wolf paragraph has been changed to: "The Gray Wolf tribe is taboo because of its many werewolf members. It has done much to plague the people in the environs of the Neverwinter Wood. The tribe doesn't share the 'gift' of lycanthropy with others and therefore ensures there are no survivors of its attacks." Also, the Griffon paragraph now reads, "The Griffon tribe has long been shunned due to its practice of trading with non-Uthgardt—and even spellcasters—at a settlement known as Griffon's Nest."

CHAPTER 3

[New] Half-Elf Variants (p. 116). In the second sentence, "the elf trait Keen Senses or" has been removed.

Tiefling Variants (p. 118). In the "Winged" subsection, the second sentence now reads, "You have a flying speed of 30 feet while you aren't wearing heavy armor."

CHAPTER 4

Inspiring Surge (p. 128). In the second paragraph, "Starting at 17th level" has been changed to "Starting at 18th level."

[New] Radiant Sun Bolt (p. 131). Several adjustments have been made to the Radiant Sun Bolt feature. For clarity, the feature is reprinted with these adjustments here.

RADIANT SUN BOLT

Starting when you choose this tradition at 3rd level, you can hurl searing bolts of magical radiance.

You gain a new attack option that you can use with the Attack action. The special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is radiant, and its damage die is a d4. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you take the Attack action on your turn and use this special attack as part of it, you can spend 1 ki point to make the special attack twice as a bonus action.

When you gain the Extra Attack feature, this special attack can be used for any of the attacks you make as part of the Attack action.

Searing Sunburst (p. 131). In the second sentence, "you create" has been changed to "you magically create."

Sun Shield (p. 131). In the first sentence, "luminous aura" has been changed to "magical, luminous aura."

Champion Challenge (p. 133). The first sentence now reads, "As a bonus action, you issue a challenge ..." Also, in the last sentence, "if the creature is moved more than 30 feet" has been changed to "if the creature is more than 30 feet."

[New] Rakish Audacity (p. 136). Several adjustments have been made to the Rakish Audacity feature. For clarity, the feature is reprinted with these adjustments here.

RAKISH AUDACITY

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on your attack roll to use Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Bladesinger Styles (p. 142). In the "Bird" subsection, "Raven style uses a pick" now reads, "Raven style uses a war pick."

Bladesong (p. 142). The two sentences after the bulleted list now read, "You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest."

Extra Attack (p. 142). The following text has been added after the first sentence: “Moreover, you can cast one of your cantrips in place of one of those attacks.”

Booming Blade (p. 142). Several adjustments have been made to the spell *booming blade*. For clarity, the spell is reprinted with these adjustments here.

BOOMING BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: 1 round

You brandish the weapon used in the spell’s casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack’s normal effects and then becomes sheathed in booming energy until the start of your next turn. If the target willingly moves 5 feet or more before then, the target takes 1d8 thunder damage, and the spell ends.

This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 thunder damage to the target on a hit, and the damage the target takes for moving increases to 2d8. Both damage rolls increase by 1d8 at 11th level (2d8 and 3d8) and again at 17th level (3d8 and 4d8).

Green-Flame Blade (p. 142). Several adjustments have been made to the spell *green-flame blade*. For clarity, the spell is reprinted with these adjustments here.

GREEN-FLAME BLADE

Evocation cantrip

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 sp)

Duration: Instantaneous

You brandish the weapon used in the spell’s casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack’s normal effects, and you can cause green fire to leap from the target to a different creature of your choice that you can see within 5 feet of it. The second creature takes fire damage equal to your spellcasting ability modifier.

This spell’s damage increases when you reach certain levels. At 5th level, the melee attack deals an extra 1d8 fire damage to the target on a hit, and the fire damage to the second creature increases to 1d8 + your spellcasting ability modifier. Both damage rolls increase by 1d8 at 11th level (2d8 and 2d8) and 17th level (3d8 and 3d8).

Lightning Lure (p. 143). This spell’s range has been changed to “Self (15-foot radius).” Additionally, the first sentence now reads, “You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you.”

Sword Burst (p. 143). This spell’s range has been changed to “Self (5-foot radius).” Additionally, the second sentence now reads “All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.”

CHAPTER 5

Inheritor (p. 150). In the Equipment entry, “any items with which you are proficient” has been changed to “the tool you choose for this background’s tool proficiency.”