

EBERRON: RISING FROM THE LAST WAR

This document corrects and clarifies some text in *Eberron: Rising from the Last War*. These changes appear in recent printings of the book.

INTRODUCTION

Languages (p. 6). In the final two sentences of the second paragraph, “Abyssal” has been changed to “Infernal”.

Transportation (p. 11). In the Travel Services table, the lightning rail row has been replaced with the following three new rows:

Lightning rail, standard (House Orien)	2 sp/mile	30 mph
Lightning rail, first class (House Orien)	5 sp/mile	30 mph
Lightning rail, steerage (House Orien)	3 cp/mile	30 mph

CHAPTER 1

Changing Traits (p. 18). In Ability Score Increase, “one ability score of your choice” has been changed to “one other ability score of your choice.”

Half-Orcs and Dragonmarks (p. 32). In the first sentence, “half-orcs” has been changed to “half-orcs and humans”. In the second sentence, “both orcs and humans” has been changed to “orcs”. In the third sentence, “As a result, dragonmarked ...” has been changed to “Dragonmarked ...”

Warforged Traits (p. 36). In the second bullet of Integrated Protection, “To don armor,” has been changed to “To don armor other than a shield.”. Additionally, the third bullet has been changed to read as follows: “While you live, the armor incorporated into your body can’t be removed against your will.”

Variant Half-Elf: Mark of Detection (p. 40). In Magical Detection, “Intelligence” has been changed to “Wisdom”.

House Lyrandar (p. 50). In the second sentence of the third paragraph, “he sees” has been changed to “she sees”.

Magical Tinkering (p. 55). In the first paragraph, “tinker’s tools or other artisan’s tools” has been changed to “thieves’ tools or artisan’s tools”.

Tools Required (p. 55). The following text has been added to the end of the second sentence: “(meaning the spell has an ‘M’ component when you cast it)”.

Infusing an Item (p. 57). The following text has been added after the third paragraph:

“If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.”

The Right Tool for the Job (p. 57). In the first sentence, “with tinker’s tools” has been changed to “with thieves’ tools or artisan’s tools”.

Eldritch Cannon (p. 59). In the second paragraph, in the first sentence, the following text has been changed from “until you expend a spell slot of 1st level or higher” to “until you expend a spell slot to create one”.

Eldritch Cannon (p. 59). In the third paragraph, the third sentence has been changed to read “It is immune to poison damage and psychic damage.”

Steel Defender (p. 61). In the first paragraph, the third sentence has been changed to “See this creature’s game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places.”

Steel Defender (p. 61). The second paragraph has been changed to read as follows: “In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus

action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice, not just Dodge.”

Steel Defender (p. 61). The following text has been added to the end of the fourth paragraph: “The defender also perishes if you die.”

Steel Defender Stat Block (p. 61). The steel defender’s stat block has been replaced with the stat block presented here.

Homunculus Servant (p. 62). “Prerequisite: 6th-level artificer” has been removed.

Homunculus Servant (p. 62). The “item” entry has been changed to “A gem or crystal worth at least 100 gp”.

Homunculus Servant (p. 62). In the third paragraph the second sentence has been changed to read: “See this creature’s game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.”

Homunculus Servant (p. 62). The fourth paragraph has been changed to read as follows: “In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice, not just Dodge.”

STEEL DEFENDER

Medium construct

Armor Class 15 (natural armor)

Hit Points 2 + your Intelligence modifier + five times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (–3)	10 (+0)	6 (–2)

Saving Throws Dex +1 plus PB, Con +2 plus PB

Skills Athletics +2 plus PB, Perception +0 plus PB × 2

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + (PB × 2)

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Vigilant. The defender can’t be surprised.

ACTIONS

Force-Empowered Rend. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target you can see. *Hit:* 1d8 + PB force damage.

Repair (3/Day). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.

REACTION

Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.

Homunculus Servant (p. 62). The following text has been added to the end of the fifth paragraph: “If you or the homunculus dies, it vanishes, leaving its heart in its space.”

Homunculus Servant Stat Block (p. 62). The homunculus servant’s stat block has been replaced with the stat block presented on this page.

Replicate Magic Item (p. 63). The following sentence has been added to the end of the first paragraph: “Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.”

Additionally, the third paragraph has been cut.

Replicate Magic Item Tables (p. 63). In the Replicable Items (2nd-Level Artificer) table, the *armblade* and the *prosthetic limb* have been removed.

In the Replicable Items (6th-Level Artificer) table, the *wand sheath* has been removed.

In the Replicable Items (10th-Level Artificer) table, *necklace of adaptation* has been added. It requires attunement.

Korranberg Chronicle (p. 92). In the “House Orien” subsection, “8 sp/day (instead of the usual 1 gp/day)” has been changed to “15 cp/mile for standard fare (instead of the usual 2 sp/mile).”

CHAPTER 4

Planes of Existence (p. 228). In the second sentence of the second paragraph, “thirteen moons” has been changed to “twelve moons”.

House Tarkanan NPCs (p. 253). In the second bullet, “male elf” has been changed to “male human”.

Exploring the Coach (p. 272). The text “the price of the ticket plus a modest fine” has been changed to “the price of a fare to First Tower, plus a sizable fine”.

CHAPTER 5

Prosthetic Limb (p. 278). This item’s attunement requirement has been removed, and both paragraphs of the item’s description have been replaced with the following text: “This item replaces a lost limb—a hand, an arm, a foot, a leg, or a similar body part. While the prosthetic is attached, it functions identically to the part it replaces. You can detach or reattach it as an action, and it can’t be removed against your will. It detaches if you die.”

CHAPTER 6

Living Cloudkill (p. 299). The monster’s Constitution has been changed to 20 (+5), which the rest of the stat block reflects.

Tsucora Quori (p. 307). In the Stinger action, “10 (3d10) psychic” has been changed to “10 (3d6) psychic”.

HOMUNCULUS SERVANT

Tiny construct

Armor Class 13 (natural armor)

Hit Points 1 + your Intelligence modifier + your artificer level (the homunculus has a number of Hit Dice [d4s] equal to your artificer level)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (–2)

Saving Throws Dex +2 plus PB

Skills Perception +0 plus PB × 2, Stealth +2 plus PB

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10 + (PB × 2)

Languages understands the languages you speak

Challenge — **Proficiency Bonus (PB)** equals your bonus

Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can’t use this trait if it’s incapacitated.

ACTIONS

Force Strike. *Ranged Weapon Attack:* your spell attack modifier to hit, range 30 ft., one target you can see. *Hit:* 1d4 + PB force damage.

REACTIONS

Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.