



Rob's World! Forgotten Realms Campaign
Rules errata that affect our campaign

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RULES ERRATA:

What are Errata? Errata are collections of corrections for printed material. In this case, Wizards of the Coast publishes Errata for the official D&D game material at the Wizards.com website. Under most circumstances, errata are considered to be official rules. The only exceptions to this general rule are instances where errata contradicts an established house rule. When that happens, the DM will have to determine whether to retain, modify or reject the affected rule(s).

When to apply errata: Under most circumstances, errata rulings will be implemented/affected whenever an issue arises where the errata is brought forward. If there is a question regarding an official rule, and the errata addresses that question, then the errata ruling may be brought into effect in order to correct or supplement the affected rule(s).

Note: While our campaign may be running under a rule which has been superseded or corrected through errata. It isn't always necessary to correct our use of the rule through errata implementation. If however, the issue is brought up, it is usually advisable to enforce the errata ruling. It is entirely possible that our campaign will function quite well while using a non-corrected rule. The implementation of errata is not a mandatory or absolute necessity.

Discovery and implementation: If during the course of the game, you discover an errata that you feel should be brought to the DMs attention, please feel free to do so. Please keep in mind that it isn't necessary to bring every errata to the DMs attention. Only those errata which directly affect our play of the game should be brought forward for consideration.

As errata that affect our game are brought forward, the DM will do his best to alert the players to the corrected rule(s) and maintain a copy of the errata as a playing supplement for future reference.

HERE THEN ARE THE ERRATA THAT DIRECTLY AFFECT OUR GAME:

These errata rulings (listed below) are implemented in our campaign. Players (and the DM) should do their best to remember these rulings, and implement them accordingly. The errata are listed in page order.

Errata for: Complete Adventurer

Page 11: Scout's Class Skills

Add Disable Device to the scout's list of class skills.
(This addition fits with the flavor of the class.)

Page 12: Skirmish (class feature)

The second sentence of the skirmish class feature should read as follows (new text indicated in red): She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet **away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted.** This update should be made wherever the skirmish ability description is presented (see also pages 31, 56, and 177).

Errata for: Complete Champion

Page 126: Sacred Item

During one of our D&D meeting (Rob's World! D&D Campaign, held every other Saturday), there was considerable (too much) time spent in discussion of a couple of spells. One in particular discussion involving Sacred Item revolved around the saving throw (if any) for a creature struck by an item imbued with positive energy through the spell. After considerable research, the ruling as read stands. ***There is no saving throw against the positive energy damage which might be caused when the spell is discharged.*** The item touched may get a saving throw upon casting of the spell (as noted by Floyd), provided the item is 'attended' (held). In addition to the 1d4 'Sacred Damage' (with no save), undead are also subject to other effects if they fail a save vs fear (a Will save).

The ruling stands - There is no additional save against the positive energy damage when the spell is discharged by contact with an evil outsider (The 'Ebon Terror' encountered by the party). Woe to the outsiders who mess with the '**H.A.L.L.O.W.ed**' Knights (Holy Adventuring Licensed League Of Whillip)!

Note that there is also official 'Errata' for this spell. See D&D 3.5 Errata: <<http://archive.wizards.com/default.asp?x=dnd/errata>>. The errata states:

Page 126 - Sacred Item [Substitution]

The Saving Throw entry should read, "Will negates (object) and Will partial; see text."

[Deletion]

The section, "(other than yourself)" can be removed from the second line.

This errata does not significantly impact the House Rules ruling (noted above), but it does address my concern that there was no mention of the 'other' saving throws mentioned in the description of the spell.

Errata for: Complete Divine

Page 80: Divine Metamagic feat

The **boldface** text needs to be added to the Benefit paragraph of the feat description:

When you take this feat, choose a metamagic feat **that you have**. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to **divine** spells that

Page 170: Nature's Favor

Changes and additions to the spell's description are noted in **boldface** type:

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every **three** caster levels you possess (**maximum +3**).

Page 179: Scent

The spell works like the 3.0 version scent ability. However, the spell should work as the revised scent ability, as described on page 314 of the *Monster Manual* v.3.5.

Errata for: Dungeon Master's Guide

Page 290: Supernatural abilities, Table 8-1

Problem: The table indicates that supernatural abilities can be dispelled. This is not true in v.3.5.

Solution: In the Dispel row, Supernatural column, change Yes to No.

Page 297: Polymorph

Problem: The description of the polymorph effect does not account for changes to that spell.

Solution: Delete the paragraph beginning "Creatures that polymorph themselves with an ability . . ."

Also, replace the last three paragraphs with the following text:

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment. Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Errata for: Monster Manual

Pages 307-308: Damage Reduction

This change is global and applies to an assortment of creatures.

Damage Reduction is either extraordinary (Ex) or supernatural (Su). Use the following guidelines if it is not specified.

- DR X/slashing, piercing, or bludgeoning should be (Ex)
- DR X/adamantine should be (Ex)
- DR X/-- should be (Ex)

- DR X/silver or cold iron should be (Su)
- DR X/magic should be (Su)
- DR X/chaotic, lawful, holy, or unholy should be (Su)

Pages 305-306: Animal Type

This change affects the use of armor by monsters. Monsters meaning any creature defined in the Monster Manual(s) that isn't an NPC with levels in a specific 'Class'. Normally, in order to use armor without a penalty, a creature would need the appropriate armor proficiency/training (which a creature obtains by taking a Feat). It doesn't matter if you're a monster, a character or an NPC (non-player character). Many of the monsters and animals listed in the monster manuals have skills and feats. Many intelligent monsters get their weapon and armor proficiency by selecting a class (having levels in a specific class). None of the animals that typically use armor (Ex: Warhorses, War Mastiffs, a 'War Dog' (Riding dog trained for war), etc) are listed as having armor proficiency (an armor feat is not listed in the monster description).

Research reveals that the Monster Manual I (ref Chapter 7: Glossary (pages 305-306)) includes a reference which would explain why these animals (Animals that are trained for 'War') don't have any armor feats listed in their description/individual entry in a monster manual. Here is an excerpt from the original description of the 'Animal Type' as indicated in the Monster Manual I (Note: Use of eclipses below indicates an intentional truncation or omission):

Animal Type: An animal is a living, nonhuman creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture...

Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry)

- ...
- *Proficient with no armor unless trained for war.*
- ...

The language used here is poor. Authors should always avoid phrases/language that has a negative connotation or wording. Such statements are often misinterpreted or 'poorly understood'. This errata only concerns the way this trait is worded, and clarify's the intent of the trait listed under the 'Animal Type' rules in the Monster Manual(s). The revised wording (indicated in red) should be:

- **Animals trained for war are proficient in armor.**

To clarify: The errata alters the form/way that the rule is stated. In practice, this rule allows animals trained in 'War' to use any armor needed, without the requirement that a specific Feat(s) be listed in the description of the monster/animal in the Monster Manual(s).

Errata for: Player's Handbook

Page 36: Animal Companion

Contrary to the text, a druid's animal companion is not treated as a magical beast; it remains an animal. Trim the first paragraph of the sidebar so that it reads as follows:

A druid's animal companion is superior to a normal animal of its kind and has special powers, as described below.

Page 37: Wild Shape

Replace sentence 3 of this class feature with the following text (new text indicated in red):

This ability functions like the alternate form special ability (see the *Monster Manual*), except as noted here.

Add the following sentence to the end of paragraph 1 (new text indicated in red):

Each time you use wild shape, you regain lost hit points as if you had rested for a night.

Add this new paragraph after the current paragraph 1 (new text indicated in red):

Any gear worn or carried by the druid melds into the new form and becomes nonfunctional. When the druid reverts to her true form, any objects previously melded into the new form reappear in the same location on her body that they previously occupied and are once again functional. Any new items worn in the assumed form fall off and land at the druid's feet.

Page 78: Listen

Under the "Listen DC Modifier" header, the last two numbers are wrong: Change -1 to +1; change -5 to +5.

Page 99: Run

How fast can you run in medium armor? Feat description contradicts PH pages 144 and 163. Change the feat description as follows:

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you . . .

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and . . .

Page 148: Overrun

It's not possible to overrun as part of a charge. Delete "or as part of a charge" from this paragraph.

Page 151: Soft Cover

Soft cover works against ranged attacks, not melee attacks. In the first sentence of the paragraph, change "melee" to "ranged."

Page 155: Attacking on a Charge

It's not possible to overrun as part of a charge. Delete text from the second paragraph so that it reads:

A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Page 157: Overrun

It's not possible to overrun as part of a charge. Delete "or as part of a charge" from the first sentence of the first paragraph. In the "Step 3" paragraph, delete the sentence that refers to making the overrun as part of a charge.

Page 216: Darkness

This version of the Darkness spell was created due in part to the fact that the 3.5 version of the spell included the following text: "This spell causes an object to radiate shadowy illumination out to a 20-foot radius". A darkness spell that creates light makes no sense in game terms, thus we have altered the spell to make it 'drop the illumination level in an area'. It reduces the amount of light in an area instead of creating light.

Darkness

Evocation [Darkness]

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, M/DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 1 minute/caster level (D)

Saving Throw: None

Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area (assuming no magical light source is present) to drop one step, from bright/normal light to shadowy/dim, or from shadowy/dim to dark/lightless (see PH pages 164-165/Table 9-7). This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in areas where this spell is in effect. All creatures gain concealment (20% miss chance) in shadowy/dim conditions. All creatures gain total concealment (50% miss chance) in dark/lightless conditions. Creatures with darkvision can see in an area of dim/shadowy or dark/lightless conditions. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level (such as light or dancing lights). Higher level light spells (such as Daylight) can be used to counter the effects of this spell.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Darkness counters or dispels any light spell of equal or lower level.

Arcane Material Component: A bit of bat fur and either a drop of pitch or a piece of coal.

The revised Darkness spell doesn't 'create shadowy illumination'. Instead it reduces the lighting level in an area by one step. This should serve to make the spell less effective as a tactical weapon by PC opponents.

Page 217: Deeper Darkness

This version of the Deeper Darkness spell was created due in part to the fact that the 3.5 version of the spell included the following text: “the object radiates shadowy illumination in a 60-foot radius”. A darkness spell that creates light makes no sense in game terms, thus we have altered the spell to make it ‘lower the illumination level in an area’. It reduces the amount of light in an area instead of creating light.

Deeper Darkness

Evocation [Darkness]

Level: Clr 3

Components: DF

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 minutes/caster level (D)

Saving Throw: None

Spell Resistance: No

This spell functions as darkness, except that the object affected radiates darkness out to a 60-foot radius and the light level is lowered by two steps. This darkness causes the illumination level in the area (assuming no magical light source is present) to drop by two steps, from bright/normal light to dark/lightless. From shadowy/dim to supernaturally dark (see PH pages 164-165/Table 9-7). This spell has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in areas where this spell is in effect. All creatures gain total concealment (50% miss chance) in dark/lightless conditions. Creatures with darkvision can see in an area made dark/lightless by this spell. Even creatures with darkvision cannot see within an area that is made supernaturally dark by this spell. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level (such as light, dancing lights or continual flame). Higher level light spells (such as Shadowblast) can be used to counter the effects of this spell.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell’s effects are blocked until the covering is removed.

Deeper darkness counters or dispels any light spell of equal or lower level. Daylight brought into an area of deeper darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

The revised Deeper Darkness spell doesn’t ‘create shadowy illumination’. Instead it reduces the lighting level in an area by two steps. Additionally the duration has been reduced. This should serve to make the spell less effective as a tactical weapon by PC opponents.

Page 229: Feather Fall

Ref PH page 229, RC page 125 and SpC page 4: With the introduction of the Swift and Immediate actions (ref RC page 7), some spells have had their Casting Time modified. One of the spells that was modified in accordance with these new actions was ‘Feather Fall’ (ref PH page 229). In accordance with the revision, the following errata is recognized/respected (ref RC page 125):

Feather Fall

The addition of immediate actions to the game means that casting *feather fall* is now an immediate action instead of a free action, since you can cast the spell at any time, even if it’s not your turn. (See Action Types, page 7, for more information.)

The spell description of Feather Fall in the Player’s Handbook (including the Premium reprint which incorporates ‘most’ errata) page 229, states the following: “*You can cast this spell with an instant utterance, quickly enough to save yourself if you unexpectedly fall. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn’t your turn.*” Despite the wording in this description, the spell’s ‘Casting Time’ has been altered by subsequent officially accepted rules/rule-books. This spell is not cast as a ‘Free Action’. It is cast as an ‘Immediate Action’ and all restrictions applicable to this type of action apply. Ref RC page 7: An immediate action consumes a tiny amount of time. However, unlike a swift action, an immediate action can be performed at any time during a round, even when it isn’t your turn. Using an immediate action on your turn counts as your swift action for that turn. If you use an immediate action when it isn’t your turn, you can’t use another immediate action or a swift action until after your next turn. You can’t use an immediate action when you’re flat-footed.

Players should note that an immediate action cannot be used when you’re flat-footed (ref RC page 7 and SpC page 4). However, one should keep in mind that the ‘flat-footed’ condition can only occur during combat rounds (ref PH 136-137). If you are outside of combat rounds/initiative order you cannot be considered ‘flat-footed’.

In combat/during initiative rounds a Wizard with a feather fall spell prepared for casting can still be caught ‘flat-footed’. If someone were to attack a party member, and they begin falling, the Wizard might not be able to react in time. He might not be able to save a falling companion. The Wizard might be gawking at some faint writing on a nearby wall. He might be flat-footed,

while his allies have begun fighting an opponent. The Wizard might be bent over tying his shoelaces when the bad-guy pushes him headlong off a cliff. Be-warned Wizards. Keep your head on a swivel, and get a fighter to watch your back.

One should also note that all actions during a combat round occur during a six second interval, and the initiative order only serves as a way to determine the order of resolution. The interval of time between first action (actions of the first character) and last (actions of the last character) is divided between the number of different initiative rolls in any given round. In order to reduce the necessary math required, all rounds should be divided into six one second segments. Thus a flat-footed Wizard might be unaware of his/her surroundings (flat-footed) for a maximum of 6 seconds. If necessary, a DM should place an affected flat-footed character into one of these six segments (based upon his/her order in initiative) in order to determine how far an individual might fall before a Wizard with a prepared Feather Fall spell might be able to cast the spell.

Note: The D&D game doesn't always (doesn't usually) follow the laws of physics, and the laws of physics are ignored with regard to terminal velocity and actual calculations regarding how far someone or something might fall in six seconds. The distance that a character/creature might fall (free fall) is addressed in at least two different officially accepted sources. Ref the DMG pages 20 and 148. Both references contain the same basic rule: "an individual falls 150 feet in the first round and 300 feet in each succeeding round". Ignoring physics, terminal velocity, and air resistance, we can further subdivide this as: 25ft per second in the 1st round (1s=25ft, 2s=50ft, 3s=75ft, 4s=100ft, 5s=125ft, 6s=150ft) and 50ft per second in the 2nd round (1s=50ft, 2s=100ft, 3s=150ft, 4s=200ft, 5s=250ft, 6s=300ft).

Additionally, according to the Dungeon Master's Guide (ref DMG page 303), characters take 1d6 points damage per 10 feet fallen, to a maximum of 20d6. Don't forget that per Player's Handbook (ref PH page 304), all fractions should be rounded down. Thus a creature that falls 25ft, takes damage as if it had fallen 20ft.

Page 239: Haste

During a D&D session on the 15th of July, 2017, a question arose regarding the effect of a haste spell upon characters affected by the Fly spell. As most party members (The H.A.L.L.O.W.ed Knights) fly by means of a permanent enchantment - The Fly spell has been cast upon party members and made permanent by application of a Permanency spell - this situation has significant relevance to the party. In order to not slow down play of the game (in session), I said that during our session the Haste spell would not increase the speed of characters who were using a Fly spell in order to move. I also indicated that I would research the matter in order to make a firmer, more certain, standing ruling regarding the application of Haste upon characters affected by the Fly spell (whether applied temporarily or permanently).

During my review/research, I consulted numerous online forums, wiki articles, discussion groups and rule books (including the Player's Handbook I, the Dungeon Master's Guide I, the Rules Compendium, and a Wizards of the Coast published article titled "All about movement" (A seven part series of articles published on the WotC website from 2001-2004). This article contained excerpts from/derived from a Dragon magazine column written by Skip Williams. The column and article were authored as a means to clarify some of the rather complex rules in the 3.5 D&D game. It took me approximately three hours of solid research (I got up once to use the bathroom) in order to find, read and formulate a reasoned response.

In reading through these references (particularly the 'All about movement' article and the sections titled: Aerial Spells and Speed-Enhancing Spells), I have come to the conclusion (although there is no explicitly confirmed official ruling in the official books), that the Fly spell does grant a Fly 'mode of movement' and all spells that likewise affect creatures with a 'Fly' mode of movement are therefore affected.

Characters affected by the Fly spell (whether permanent or temporary) are subject to the full effects of a Haste spell. A character affected by the Fly spell would have their movement /speed increased by 30 feet (to a maximum of twice the subject's normal speed) for the duration of the Haste spell.

Errata for: Spell Compendium

Page138: Manyjaws

During one of our D&D meeting (Rob's World! D&D Campaign, held every other Saturday), there was considerable (too much) time spent in discussion of a couple of spells. One in particular discussion concerned the Manyjaws Spell (one word) in the Spell Compendium.

This spell (ref Complete Spell Compendium page 138) summons disembodied (which doesn't mean incorporeal) sets of jaws (made of force). These sets of jaws are treated as individual '**objects**', (they're not 'creatures' - living or otherwise) which fly about under the control of the caster (for a duration) at a movement rate of 40 feet.

Our discussion focused on at least four voiced questions and *one question I thought of* while researching/formulating the errata ruling for this spell:

- How large are the pairs of jaws that are summoned?
- What 'type' of damage do the jaws inflict (i.e. can the damage be reduced by Damage Reduction)?
- Can the jaws be attacked?
- How is movement governed with regard to the jaws?
- *According to the spell write-up, Concentration [Standard action] is required to maintain the spell, and a Standard Action is required to direct or move the many jaws. Who gets two standard actions in a round?*

Before we get too far into the discussion/details, let's keep in mind that these 'jaws' are a part of a summoned spell effect. They are not living creatures, sentient or otherwise, but they do manifest as a physical/solid object composed of force. They do not get attacks of opportunity, they aren't affected by the caster's feats, they have no skills or abilities. They don't roll for initiative, they can't speak, they cannot conduct any 'special' attacks such as charging, tripping, flanking, parrying, etc. They are part of a spell effect, and thus extremely limited in action and effect.

This particular spell has seen some discussion online, and there are a few areas of concern. **One area of concern is the size of the jaws** that are summoned. I could find absolutely no official ruling/reference which defined the size of the jaws. While we originally imagined that the jaws were 'small' about the size of a humanoid (modeled on medium size) creature's jaws. While this 'size' would indicate that they are somewhere between Tiny (space occupied ~2.5'), Diminutive (space occupied ~1') and Fine (space occupied .5'). Splitting the difference and taking into account the damage caused and variation in size across humanoid standards, we'll rule that the jaws created are 'Diminutive' in size.

There really is no reason to extend our reasoning (on the size of the jaws) beyond the 'visual' aspects of this ruling. The spell itself makes no reference to reach or occupancy (i.e. how many can occupy a single square, and how they impede movement or are impeded by other creatures moving into/through their squares). They do not take up any 'room' for the purposes of how many can occupy a square, and they do not hamper the movement of anyone - Allies and opponents included.

The spell write-up (in the Spell Compendium) does not indicate that they hamper any one else's movement, and it makes no mention of how many may occupy an opponent's square, or how movement of others might be restricted by their presence. The jaws however, must be moved into an opponent's square to cause damage, and a miniature(s) must be used to indicate where the jaws are. The jaws have a movement rate and a range limit - These are the only factors which one should consider when moving the jaws. The caster must direct them (using a Move action to redirect them) into the opponents square(s) in order to indicate which opponent(s) are targeted for damage.

The second area of concern is the 'type' of damage that they cause. We know (from the spell description) that the jaws are composed of force. Most spells (Including those with the force descriptor) overcome DR; as DR applies to weapons, unarmed and natural attacks (See PH pg 307, DMG pgs 291-292 & MM pgs 307-308). The damage from the jaws is **not technically 'typed'**, and it does overcome most DR (but not Spell Resistance (Spell Resistance = Yes for this spell)).

The third area of concern/a question I raised was 'Can the jaws be attacked?' Technically **they can**. An ignorant opponent may attempt to attack the jaws (**a wasted attack**). However, due to the fact that they are composed of force, the jaws cannot be damaged by normal physical attacks. A disintegrate spell (see PH pg 222) can destroy the jaws (10' cube). A Sphere of annihilation could be used to target the jaws, and other spells may be effective in countering or dispelling the jaws/the spell effect.

Another area of concern regarded the movement of the jaws, or the movement of others through an area occupied by the jaws. We wondered whether the jaws could move through friendly squares - Yes they can. We wondered whether they can occupy a friendly square. They can; and as I just described (see above) they do not take up any 'room' for the purposes of how many can occupy a square, and they do not hamper the movement of anyone - Allies or opponents alike.

Finally: there is the question of what sort of actions are required to use this spell. According to the spell description, the caster must 'Concentrate' to maintain the spell (for up to 3 rounds). Concentrating is a 'Standard Action' (see PH pg 138 & 176). It also states that you can redirect the jaws as you desire as a standard action. The problem here is that's two standard actions, one to maintain the spell and another to redirect the jaws. Since you only get one standard action per round, you wouldn't be able to redirect the jaws without ceasing your concentration, and then the jaws would disappear - ending the spell.

Given that the normal way to redirect a spell is a Move action (see PH pg 175), we will allow that there is a typo here (in the Spell Compendium). We hereby direct that a **Move action** is needed to redirect the jaws. The caster may redirect some or all of the jaws with a single move action, but he/she must continue concentrating to maintain the spell. Maintaining the spell while simultaneously directing the jaws would thus require a Full Action (see PH page 139); unless some feat, magic, class feature or skill allows one to concentrate without expending a standard action. The caster could still take a 5' step, but no other movement would be permitted in conjunction with this Move action.

