

Player's Handbook Errata

The second printing of the new *Player's Handbook* is on its way to stores, and we've made a number of corrections. For those of you who bought the first printing, check out this complete list of errata so you can be sure to have the official rulings right at your fingertips.

Special thanks to Scott Broadbent for his help in compiling this update.

PHB Rules Corrections

Player's Handbook Errata -- Chapter 2

- Page 12, column 2 line 6: change Druidic to Sylvan.
- Page 15, column 1, 5th bulleted paragraph: change rare or exotic to stone or metal.
- Page 19, column 2, 6th bulleted paragraph: change Infernal to Abyssal.

Player's Handbook Errata -- Chapter 3

- Page 32 column 2, Dwarven Cleric Starting Package: change Domains entry to Law and Protection.
- Page 34, column 1, Weapon and Armor Proficiency: add dart, halfspear, longspear as proficient weapons.
- Page 55 column 1, Gnome Illusionist Starting Package, Spellbook: change minor illusion to silent image.
- Page 56 column 1 middle: insert rogue levels (or vice versa) to determine.
- Page 56 column 1 middle: above Feats paragraph, insert this paragraph: In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard can treat his wizard levels as sorcerer levels (or vice versa) to determine the familiar's natural armor, Intelligence, and special abilities.

Player's Handbook Errata -- Chapter 4

- Page 64 column 2, under table: Insert Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way
- Page 68, column 1, table: change check at +20 to check at +10
- Page 70, Intuit Direction, Retry: insert more than between Direction and once
- Page 70, Intuit Direction, insert at end of paragraph: Use the number you rolled for all other checks in the same day.
- Page 71, Listen, table: change 25 to 19
- Page 75, column 2, table: Emulate ability score line: change 25 to See text
- Page 76, line 5: change may have a difficult time using a to must roll to see if you use the

Player's Handbook Errata -- Chapter 6

- Page 91, column 2, top: change lawful evil to chaotic evil

Player's Handbook Errata -- Chapter 7

- Page 97, column 2, Type: delete no damage from

Player's Handbook Errata -- Chapter 8

- Page 122, column 1, Provoking an Attack of Opportunity, line 7: change first to second
- Page 125, column 2, Attacks of Opportunity: insert points of damage taken + spell level)
- Page 136, column 1, Strike a Weapon, 1st line: insert slashing or bludgeoning weapon

Player's Handbook Errata -- Chapter 11

- Page 168 column 1: after Control Plants line, insert: Cure Moderate Wounds. Cures 2d8+1/level damage (max +10).
- Page 176, Arcane Mark: change Range to 0 ft.
- Page 177 column 2 near top: delete within half an hour
- Page 179 column 2, end of long paragraph: delete and increases the cost of the spell's material components by one-half (see below).
- Page 180 column 2 middle: insert a -4 penalty on Search checks and most
- Page 180, column 2, Blindness/Deafness: insert A deafened character, in addition to the obvious effects, automatically fails Listen checks, suffers a -4 penalty on initiative, and has a 20% chance
- Page 182 column 3 top: change Saving Throw to Will negates (harmless)
- Page 184 column 3, Clone: change Range to 0 ft.
- Page 185 column 3: insert a -4 penalty on Search checks and most
- Page 188 column 1, Continual Flame: change Illusion [Figment] to Evocation [Light]
- Page 188 column 1, Continual Flame: change Range to 0 ft.
- Page 190 column 2, Cure Moderate Wounds: move Healing 2 in front of Pal 3; add Rgr 3 to the end of this line
- Page 190 column 2 near bottom, Dancing Lights: change Illusion (Figment) to Evocation (Light)
- Page 191 column 3, Delayed Blast Fireball 1st para: change 1d8 to 1d6
- Page 191 column 3, Delayed Blast Fireball 1st para: add (maximum 20d6) to end of paragraph
- Page 195 column 3, Discern Location: change Target to One creature or object
- Page 199 column 2, Endurance: change Saving Throw to Will negates (harmless)
- Page 202, column 1, Explosive Runes: change Duration to Permanent until discharged (D)
- Page 205 column 3, Flame Blade: change Range to 0 ft.
- Page 209 column 3 paragraph 2 under table: insert a -4 penalty on Search checks and most
- Page 210 column 3 bottom: add new paragraph after certain creatures: You can't cast this spell on a natural weapon such as an unarmed strike.
- Page 211 column 1, Greater Planar Ally: insert a number of creatures of the same type whose
- Page 211 column 1, Greater Planar Binding: insert at end of Targets line: when they appear.
- Page 211 column 1, Greater Planar Binding: insert a number of creatures of the same type whose

- Page 211 column 3, Confusion: change Spell resistance: No to Spell resistance: Yes
- Page 212 column 2 middle, Hallow: change next to last paragraph to read: Hallow counters but does not dispel unhallow.
- Page 213 column 2, Heat Metal: insert Transmutation [Fire]
- Page 215 column 1 near middle: insert a -4 penalty on Search checks and most
- Page 216 column 3 top: change Duration to Permanent until discharged
- Page 218 column 2, Invisibility to Animals, Duration: add (D) to end of line
- Page 218 column 3 bottom, Ironwood, Components: change to V, S, M
- Page 218 column 3 bottom, Ironwood, Range: change to 0 ft.
- Page 219 column 1 middle: at end of Ironwood spell description, insert: Material Component: Wood shaped into the form of the intended ironwood object.
- Page 220 column 2, Leomund's Secure Shelter: in Components line, change M/DF to M, F
- Page 220 column 3 line 8: change alarm to unseen servant
- Page 221 column 3, Lesser Planar Binding, replace the parenthetical after Charisma check with the following: (DC 15 + 1/2 the caster's level + the caster's Charisma modifier)
- Page 222 column 1, Lesser Restoration last line: insert as from a wraith's touch
- Page 225 column 2, Magic Weapon, Components: delete F,
- Page 225 column 2 bottom: change Focus: The weapon. to You can't cast this spell on a natural weapon such as an unarmed strike.
- Page 229 column 3 bottom: insert a -4 penalty on Search checks and most
- Page 233 column 2, Order's Wrath: insert 1d8 points of damage per two caster levels (maximum 5d8)
- Page 235 column 3, Planar Ally: insert a number of creatures of the same type whose
- Page 235 column 3, Planar Binding: change Summoning to Calling
- Page 235 column 3, Planar Binding: insert a number of creatures of the same type whose
- Page 238 column 3, Produce Flame: change Range to 0 ft.
- Page 244 column 2, bottom of table: change 83-85 to 83-86
- Page 244 column 2, bottom of table: change 86-88 to 87-90
- Page 244 column 2, bottom of table: delete the 89-90 line
- Page 246 column 3, Rope Trick: insert perpendicular to the ground as if
- Page 251 column 3, Shocking Grasp: change Duration to Permanent until dispelled
- Page 252 column 1 middle: also, insert: a -4 penalty on initiative, automatically fails Listen checks, and has a 20% chance
- Page 261 column 3 top: insert a -4 penalty on Search checks and most
- Page 261 column 3, Sunburst: insert Evocation [Fire]
- Page 261 column 3 middle: insert a -4 penalty on Search checks and most
- Page 261 column 3, Symbol: change Range to 0 ft.
- Page 263 column 1, Discord: Insert within 60 feet who fail a Will save immediately
- Page 265 column 1, Teleportation Circle: change Range to 0 ft.
- Page 267 column 3 line 18: insert Ethereal Plane (but not into extradimensional spaces). The range
- Page 267 column 3, True Strike: change Duration to See text
- Page 267 column 3 near bottom: change (within the duration of the spell) to (if it is made before the end of the next round)
- Page 268 column 1 bottom, Unhallow: change next to last paragraph to read: Unhallow counters but does not dispel hallow.
- Page 268 column 2, Unholy Aura, 2nd para: change evil to good

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