

PLAYERS HANDBOOK ERRATA

Page 21 – The wizard and illusionist spells per day table has an error at 20th level. The spells per level at 20th level should be:

0	1	2	3	4	5	6	7	8	9
7	7	6	6	5	5	4	4	3	3

Page 24 – The cleric and druid spells per day table has an error at levels 17-20. At levels 17-20, clerics and druids should have seven 0-level spells per day instead of six.

Page 22 – the bonus progression for the illusionist is missing the +5 bonus at 13th level for the *Sharp Senses* ability.

Page 33 – An elf is allowed a saving throw against *sleep* with a +10 bonus. This is an exception to the spell description for *sleep* on page 94.

Page 35 – A half-elf is allowed a saving throw against *sleep* with a +4 (elf lineage) or +2 (human lineage) bonus. This is an exception to the spell description for *sleep* on page 94.

Page 40 – in the entry for breastplate, “300 g p” should be “300 gp”.

Page 40 – in the entry for a full chain suit, “600 go” should be “600 gp”.

Page 40 – in the entry for clubs, the throwing range should be 10 feet, not 0 feet.

Page 41 – in the weapons list, the following should be labeled with an asterisk and required to be used two-handed: bardiche, bec de corbin, bill or billhook, crowbill, heavy flail, military fork, glaive, glaive guisarme, godentag, guisarme, halberd, heavy lance, light lance, lucerne hammer, man catcher, heavy pick, light pick, ranseur, scythe, spear, long spear, wolf spear, staff, trident, and voulge.

Page 41 – Flamberge is misspelled “Flameberge”.

Page 41 – Main Gauche is misspelled “Main Guache”.

Page 41 – the stats for a poniard suggest it is a polearm when in fact it is the same size as a dirk with the following exceptions: the blade is slim, triangular or square, and is used for stabbing in close quarters. The damage and weight of this weapon should be identical to the dirk, including the elimination of the +2 bonus against certain armors. The price should be retained, as poniards were more decorative than practical.

Page 41 – The damage in footnote 4 should be 1d4, not 14.

Page 42 – Javelin damage is 1d4.

Page 42 – All belt pouches on the equipment list should have a superscript 2 attached to them to reference the following note:

"2 A human-sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell component pouch in size."

Page 42 – Belt Pouch, Spell Component has EV 2(w) and should have superscript 1 attached to reference note 1 on page 43.

Page 42-43 – Flasks, holy water flasks, and flasks of oil should have superscript 1 attached to reference note 1 on page 43. Each flask has CAP 1 pint.

Page 43 – Delete superscript 1 from quivers. Quivers have EV 2(w).

Page 43 – the capacity for a large sack is 10 while the small sack has a capacity of 6. The capacity for a shoulder pack is 10 and its EV is 3(w).

Page 45 – Replace the first paragraph of the Worn and Capacity Objects section with the following:

"The EV for objects assumes that the character is carrying the object. Some objects are instead designed to be worn by the character (clothes, armor, etc.). As such, load-bearing items (such as backpacks, sack, chests, etc.) reduce the total EV of the items inside by 1 for every 2 points (i.e. divide total EV by two, rounding down) of EV contained within. Thus, a character that has a backpack carrying a Bedroll (EV 3), hammer (EV 2), 50 nails (EV 1), and one torch (EV 1) would have a total EV for the items of 7. This would be reduced to 3 ($7/2 = 3.5$, rounded down to 3) and thus make the backpack's total EV 4(w) (EV of 1(w) for the backpack plus the modified EV 3 for the items contained within). Also note that load-bearing items and worn items can reduce the EV of the items to 0, as would be the case of a Small Pouch carrying 1 EV of equipment. One-half of 1 EV, rounding down would be 0 EV, so the EV of the Small Pouch and the item contained within would be 0 EV."

Page 45 – In the section on expert weapons and armor, the phrase “spears which extra points” should instead read “spears with extra points”.

Page 47 – delete “per level” from the cost of writing a spell into a spell book. The cost is 100gp per page.

Pages 51-104 – In the spells section, there are several spells that have asterisks missing, both in the spell lists and the full spell descriptions. The following alphabetical list notes the spells and the pages where the missing asterisk occurs.

- *Antipathy* (Page 58)
- *Cure Critical Wounds* (Page 53)
- *Cure Serious Wounds* (Page 53)
- *Darkness* (Pages 51, 55, 57)
- *Detect Chaos, Evil, Good, Law* (Page 68)
- *Discern Location* (Page 52)

- *Dispel Chaos, Evil, Good, Law* (Page 70)
- *Fire Shield* (Page 73)
- *Hallow* (Page 51)
- *Healing Circle* (Pages 51, 77)
- *Holy Aura* (Page 77)
- *Locate Object* (Page 51)
- *Mass Heal* (Page 52)
- *Protection from Chaos, Evil, Good, Law* (Page 88)
- *Restoration* (Page 51)
- *Tongues* (Pages 51, 55, 100)

Page 55 – The brief description for *ray of enfeeblement* does not match the full spell description on page 89. Replace the description with the following, “-1 on to hit and damage rolls per four levels.”

Page 68 – *Dancing Lights* is a level 0 wizard and illusionist spell.

Page 72 – *Entangle* area of effect is a 50 foot diameter circle.

Page 77 – *Holy Aura* is a reversible spell and should have an asterisk in its title. The spell description should be edited to reflect this.

Page 84 – In the *Move Earth* spell, the amount of earth moved cannot exceed 10 feet in depth.

Page 84 – *Obscuring Mist* is shown in the spell description as usable by clerics and illusionists, but the spell lists show the spell as being usable by druids and illusionists. The spell lists are correct.

Page 86 – *Polymorph Self/Other* is given twice, once as *Polymorph Self/Other*, and once as *Polymorph Other*.

Page 89 – *Remove Blindness or Deafness* is a level 3 cleric and level 2 illusionist spell.

Page 96 – certain familiars in the *summon familiar* spell have more than one value in items like movement and armor class. The extra values refer to giant-sized versions of the creature.

Page 97 – the example given for *Summon Lesser Monster* is incorrect. It should be two 3 Hit Dice and a 1 Hit Dice creature.

Page 119 – “rogue and thief can disarm” should be “rogue and assassin can disarm”.

Page 120 – In the third paragraph, first column, under Hit Points, delete the sentence “Constitution modifiers are added to or subtracted from this” so as to agree with the information given for Hit Dice on page 9.

Page 124 – in the stat blocks for Goblin/Hobgoblin and Worg, “creature’s” should be “creatures”.

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