

## PLAYER'S HANDBOOK ERRATA

**Page 6, second column, 5th paragraph, 2nd sentence** – there is an extra space between the o and f of the word "of".

**Page 11** – 8th level in the fighter EPP chart should read 136,001.

**Page 15** – As with the assassin sneak attack ability on page 17, the rogue sneak attack does not permit the target to roll for initiative until the round following the attack.

**Page 17** – The poison table should be labeled "Cost And Poison Effects", not "Affects" (This errata also applies to page 127 of Monsters & Treasure). You need to know who the poison affects before you can determine its effects.

**Page 18** – 9th level in the barbarian EPP chart has the comma in the wrong place and should read 150,001.

**Page 18, Primal Fury description, 2nd paragraph, 3rd sentence** – Remove the extra "a" in this sentence so that it reads, "...primal fury, and it can only be done..."

**Page 19, Primal Might description, 2nd paragraph, 1st sentence** – "...have 0 and -6 HP..." should read "...have 0 to -6 HP..."

**Page 20, Monk Fast Movement, 2nd sentence** – "...medium or heavy..." should read "...moderate or heavy..."

**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:

**Level:** 0 1 2 3 4 5 6 7 8 9

**Spells:** 7 7 6 6 5 5 4 4 3 3

**Page 22** – The title of this section should be "Illusionist". Delete the word "The".

**Page 23, Turn Undead, last sentence** – rules for turning undead are on pages 121-122, not the pages indicated.

**Page 34 (clarification)** – Elf spell resistance allows a saving throw against *Sleep*, even though *Sleep* normally does not have a saving throw.

**Page 35 (clarification)** – Half-Elf spell resistance allows a saving throw against *Sleep*, even though *Sleep* normally does not have a saving throw.

**Page 41, Weapons** – the club's damage is missing the plus sign and should be 1d6+1. Heavy and light lances should not have the \*\* but instead should have note 7. Note 4 should read "...must strike an armor class of 15 or better plus the opponent's level or hit dice."

**Page 42** – Encumbrance system changes were accidentally not incorporated into the 3rd print of the PHB.

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.

**Pages 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."

**Throughout the spell section (clarification)** – some spells have casting times in minutes while others have casting times in turns. Since one turn is equal to one minute, spells that have casting times in turns should be read as if the casting time were in minutes. In other words, replace every instance of the word "turn" in casting times with "minute".

**Page 46** – In the Nature of Magic section, the first sentence should read "...four classes can cast spells..."

**Page 48** – In the third paragraph of the Using Scrolls section, delete "...or is not on their spell list" from the end of the first sentence in order to agree with other references within the same chapter regarding casting spells not on the spell list.

**Page 49** – In the Obstacles section, change all occurrences of the word "spreads" to "bursts" to avoid confusion.

**Page 52** – *Holy Aura* is noted as being reversible, but the spell title on page 77 does not note that the spell is reversible. This spell should be noted as being reversible, as the d20 SRD has both a *Holy Aura* and *Unholy Aura* spell in it. **NOTE** – Whether this spell was reversible or not was never properly addressed, the original notation having a lot of weasel words in it and the original thought being that it shouldn't be reversible. On further digging in the d20 SRD, this was shown to **not** be the case. Therefore this spell should be reversible.

**Pages 55, 58** – *Polymorph* should be called *Polymorph Self* and should not have an asterisk following it.

**Page 57** – *Blur* short description should read "+2 bonus to Armor Class against attacks." or something along those lines, to coincide with the spell description on page 64.

**Page 61** – In the header for *Anti-Illusion Shell*, the second instance of the word "illusion" is improperly capitalized compared to other spells. It should read "ANTIILLUSION SHELL, Level 6 illusion".

**Page 67** – In the header for *Control Winds*, druid is misspelled as "druic".

**Page 68** – *Dancing Lights* is a level 0 wizard and illusionist spell, as noted in the spell lists.

**Page 78** – *Incendiary Cloud* damage is 4d6, as noted in the spell list on page 56.

**Page 79** – In the *Invisibility* spell description, in the very last sentence there should be a comma instead of a period between the words "tar" and "clay".

**Page 82** – *Major Image* duration should be "see below", which is consistent with the duration given for *Minor Image* on page 83.

**Page 82** – *Major Creation* duration should be "see below" instead of "see text".

**Page 83** – In the first sentence of the *Minor Creation* entry, replace the word "magical" with "non-magical".

**Page 83** – The saving throw for *Minor Image* should read "intelligence (if disbelieves)".

**Page 84** – In the *Move Earth* spell, the second to last sentence should read "The earth moved cannot exceed 10 feet in depth."

**Page 86** – *Polymorph Self/Other* should be called *Polymorph Self* and should be placed alphabetically behind *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 110** – In the last sentence of the first example given for strength, "wa" should be "was".

**Page 112** – In the saving throws chart, there should be a comma between "Polymorph" and "Petrification".

**Page 120** – In the third paragraph, first column, under Hit Points, delete "...or subtracted from..." from 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. Alternately,

add "...or subtracted from..." to the appropriate sentence regarding Constitution modifiers in the Hit Dice entry on page 9.

**Page 124** – In the last paragraph of the Illusionist description, add the word "by" to the sentence so it reads "Even more than the wizard, the breadth of an illusionist's magic is limited only by the player's imagination."

**Page 125** – The example given in the 2nd column, 5th paragraph is wrong. As written, it is possible for the worg to equal the result of 24 given in the example, resulting in a success. Therefore, Suryc's casting level needs to be 7, changing the required score of the roll to 25. Suryc's stats will need to be changed throughout the example as well.

**Back Cover** – missing space between "entering" and "the" in the sentence "You are entering the grand adventure that is..."

## MONSTERS & TREASURE ERRATA

**Page 6** – In the 1st paragraph on this page, just beneath the experience chart, remove all mentions of dividing by two. There is no division involved in figuring experience for monsters.

**Page 6** – In the Special paragraph of the XP section, the last sentence is awkward. It should either be broken into two sentences ("Skagg's base experience points are 40. They are increased by 40 points...") or reworded like this – "Skagg's base experience points (40) are increased by 40 points...."

**Page 8, Aboleth** – there should be a single space between "abilities," and "Slime".

**Page 20, Dragon** – The indicated damage for wings are not given. Use these values.

- Green, White, Brass: 1d6
- Black, Blue, Bronze, Copper, Gold, Silver: 1d8
- Red: 1d10

NOTE: If these values look familiar, they should, because they are the values listed in the book for tail attacks.

**Page 21, Black Dragon** – The spell-like ability at age 11 should be *Animal Growth* 1/day.

**Page 35, Frost Worm** – The Frost Worm's vulnerability to fire inflicts 2x the normal damage (see Salamander's vulnerability to cold).

**Page 40, Frost Giant** – The Frost Giant is incorrectly noted as having a vulnerability to cold. It should be vulnerability to fire.

**Page 44, Gorgon** – Gorgon trample ability is missing from the text. Add the following somewhere in the book.

**Trample:** When moving, a gorgon can crush and grind any lesser, or equal size creature that it contacts, dealing 3d6 damage; a successful dexterity save reduces this damage to half. A creature that has not had its turn in combat can opt to not act at all this round but must move its maximum movement to escape the gorgon's trample. This reduces damage to zero, but causes the victim to forfeit all actions for the round.

**Page 55, Werebear** – The picture cuts off the letter e in "Cure Disease". Creature type is written as "Shape Changer" instead of "Shapechanger" as shown in every other lycanthrope.

**Page 61, Dark Naga** – Creature has immunity to poison yet this immunity is not described in the creature entry.

**Page 64, Orc** – In the "Special" section of the stat block, Light Sensitivity is misspelled.

**Page 65, Owlbear** – Improved Grab is described twice with two different wordings. I personally prefer the second paragraph.

**Page 80, Troll** – The River Troll should have 6d8 HD, while the Hill troll has 9d8 HD (as noted by the xp totals. Since bonus XP per hit point is equal to creature hit dice, hit dice for the trolls must be 6 and 9d8). No mention is made of what the 7d8 refers to.

**Pages 89, 99, Table 4.4B** – *Armor of Spell Resistance* gold piece values are in conflict with the gold piece values given in the Calculating Magic Item Gold Piece Values chart on page 89. Spell Resistance on page 89 is valued at 10,000gp per point of Spell Resistance, making the armor vastly more valuable than listed.

**Page 98, Table 4.4** – The "Chain Shirt" entry should instead read "Mail Shirt" in order to be consistent with the *Players Handbook*.

**Page 98, Table 4.3E** – The asterisk, while directing the reader to the right chart, refers to weapon types as well as mixing up table names. Substitute the following for the asterisk: "\*Unless otherwise specified, roll on Table 4.3B – Weapon Bonus to determine the pluses of the special blade."

**Page 98, Table 4.3D** – The double asterisk should be referring the reader to table 4.3B since table 4.3D is a miscellaneous weapons table.

**Page 98** – in the Castle Keeper's Choice note for table 4.3D, asterisk is misspelled as "asterix".

**Page 98, Table 4.4B** – It is impossible to randomly roll onto this chart. Recommended fix (and not graven in stone either): edit 4.4A to allow rolls to subsequent tables and split table 4.4B into two tables, one strictly for special armors (4.4B) and one for special shields (4.4C). If done, the asterisk in the current 4.4B should be edited to remind the reader to ignore results above XX in 4.4A.

The current table 4.4B has an asterisk directing players to roll on table 4.4A. The asterisk should be referring players to table 4.4 instead.

**Pages 99, 104** – +1 *Plate Armor of the Fathom* should be +1 *Plate Armor of the Deep* or else the table 4.4B entry should be changed to *Plate Armor of the Fathom*.

**Pages 108, 109** – *Figurines of Wondrous Power* do not have GP and EXP values given in the text, contradicting the asterisk in table 4.5C (page 99). Use the following values.

FIGURINE	GP	EXP
Bronze Griffon	10,000	2,000
Ebony Fly	10,000	2,000
Golden Lions	16,500	3,300
Ivory Goats	21,000	4,000
Marble Elephant	17,000	3,400
Obsidian Steed	28,500	5,700
Onyx Dog	15,500	3,100
Serpentine Owl	9,100	1,820
Silver Raven	3,800	760

**Page 110** – *Horn of the Merfolk* mentions tritons being able to hear it in a 3-mile radius. It should be merfolk that hear it in a 3-mile radius.

**Page 116, Ring of Earth Elemental Command** – The *Stoneskin* spell does not exist in *Castles & Crusades*.

**Page 124, Staff of the Magi** – The *Mage Armor* spell does not exist in *Castles & Crusades*.

**Page 127, 128** – The poison table should be labeled "Cost And Poison Effects", not "Affects" (This errata also applies to page 17 of *Players Handbook*). You need to know who the poison affects before you can determine its effects.

The majority of the text is a holdover from the 1st printing and does not apply to the new poison tables. What does apply is as follows:

- Introductory paragraphs to the poison appendix.
- Text on making poisons.
- Special poisons.
- The first paragraph of the Common Poisons section.