

Compiled *DUNGEON MASTER's Guide* Errata

Here are the rules corrections and official errata for the *Dungeon Master's Guide*. These corrections are being incorporated into the 2nd printing of the book. Additional typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have; contact custserv@wizards.com. Thanks and good gaming!

p. 26, Witch Spell List:

CHANGE *Cure blindness/deafness* to: *Remove blindness/deafness*

CHANGE *Spectral force* to: *Major image*

CHANGE *Advanced illusion* to: *Mirage arcana*

CHANGE *Attraction* to: *False Vision*

CHANGE *Avoidance* to: *Sending*

CHANGE *Animate* to: *Animate objects*

LIST *antipathy/sympathy* as separate spells (in alphabetical order) at 8th level

CHANGE *Prophecy* to: *Demand*.

p. 31, The blackguard fiendish servant, second paragraph: "Should the servant die, he [the blackguard] may call for another one after one day." CHANGE "after one day" to: after a year and a day.

p. 32, Blackguards, under "Sneak Attack,"

First paragraph, "Basically, any time the blackguard's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the blackguard's attack..."

INSERT after the close-parens but before the comma: or when the blackguard flanks the target

p.33, The text says that the Dwarven Defender gets the Defensive Awareness (can't be flanked) ability at 5th level, but it's listed as 6th level on the table.

CHANGE the text from "5th" to: 6th

p. 34, REPLACE the Spells Per Day text for the Loremaster prestige class with:

Spells per Day: A loremaster continues training in magic as well as her field of research. Thus, when a new loremaster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. For example, if Gremda, an 8th-level wizard, gains a level in loremaster, she gains new spells as if she had risen to 9th level in wizard, but uses the other loremaster aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 9th-level wizard/1st-level loremaster, she gains and casts spells as if she had risen to 10th-level wizard.

CHANGE the Spells per Day header to: Spellcasting

p. 30 and 35, The Assassin's and the Shadowdancer's uncanny dodge ability should be identical to the rogue's ability:

REPLACE text on both pages with:

Uncanny Dodge: Starting at 3rd level, the character gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 2nd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

At 5th level, the character can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies others the ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

At 10th level, the character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 14th level, these bonuses rise to +2. At 17th, they rise to +3, and at 20th they rise to +4.

p. 38, col. 2, (Commoner): CHANGE “The commoner is proficient with one simple weapon. He is not proficient with weapons, armor, or shields.” to:
He is not proficient with any other weapons, nor is he proficient with any type of armor or shields.

p. 40, Apprentice level character:
CHANGE both the +0 Monk Reflex save and the Bard’s +0 Will save to +1.

p. 50, 54, and 56, item changes:
Bard (p. 50): REPLACE all instances of *mirror of vanity* with: *cloak of Charisma*
Paladin (p. 54): REPLACE *cloak of resistance +1* with *phylactery of faithfulness* (levels 13–20), REPLACE *cloak of resistance +2* with *Necklace of prayer beads (karma)* (levels 15–20), REPLACE *cloak of resistance +3* with *stone of good luck* (levels 18–20)
Sorcerer (p. 56): REPLACE *cloak of resistance +1* with *potion of haste* and *potion of blur* (levels 5–18)

p. 51, REPLACE *pearl of wisdom* in all cases with: *periapt of wisdom*

p. 52, NPC Fighter, Increased Ability Scores: add **Con 14 (16)** with the 19th-level ability adjustments (to take into account the *pink ioun stone* gained at 19th level).

p. 55, upper left, paladin normal gear: From 6th to 20th level, this character owns a **masterwork** healer’s kit.
REPLACE with: 2 antitoxin

p. 56, NPC wizard feats: REPLACE first appearance of Heighten Spell with Maximize Spell

p. 57, Table 2–43: NPC Wizard: The wizard’s Fortitude save column. At first level, REPLACE “+0” with: +1 and then modify column accordingly.

p. 57: Table 2–43: The headers Crossbow and Spllc/Kno are there, tabs are just missing.
INSERT tabs so that Crossbow appears above (1d8) and Spllc/Kno appears above (Any 2)

p. 58: CHANGE the ogre’s skill modifiers to: +2 Climb, +2 Listen, +2 Spot

p. 68, bottom, Diagrams for Color Spray (25’ cone) and Detect Evil (60’ quarter circle). The second Color Spray diagram (25-foot cone diagonal) only covers fourteen squares (the first correctly covers 15). The text on page 69 (“Miscellaneous”) states “Remember to maintain a consistent number of affected squares in areas that differ on the diagonal.” Darken third square in top row of this diagram.

p. 68, Please note that the *detect evil* map (bottom right) is totally off: the area of effect is only 10 squares long, instead of 12 (as it should be).

p. 71, 2nd column: REPLACE the “Supernatural Abilities” text with:
Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. This far-reaching category includes the basilisk’s petrifying stare, the monk’s ki strike, and the ghoul’s paralytic touch. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability’s effect can be dispelled if the duration is longer than instantaneous, but a supernatural ability is not subject to counterspells.

p. 75, Under Healing Diseases, last paragraph on the left column:
INSERT: per ability damaged
after “at a rate of 1 per day”

p. 80, in Table 3–16: Poisons CHANGE Black Lotus Extract price to 4,500 gp/dose.

p. 81, “Regeneration... (for example, 3 points per round for a troll).”
CHANGE to: 5 points per round.

p. 85, The *DUNGEON MASTER's Guide's* status list, INSERT: “, drops everything held,”
after: “bonus to AC (if any)”

p. 86, col. 1 (Starvation and Thirst Dangers):
INSERT “per day” where noted: “In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food [[per day]] to avoid starvation.”

p. 89, second column, “**Storm:** (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by half”
CHANGE “half” to: three quarters.

p. 96, The Max Damage for Multiple Creatures on Table 3–23 for 2nd-level divine spells:
CHANGE “5 dice” to: 1 die

p. 108, Table 4–4 (lock and hinge entries)
p. 108, last paragraph (lock)
p. 109, paragraph beginning “Standard hinges:”
CHANGE Hardness “15” to “10” in each place.

p. 108, col. 1, “Good doors (break DC 18)...”
CHANGE 18 to 16. Also CHANGE text on p. 108 (parenthetical).

p. 108 and 119, The DCs in Table 4–4 don’t entirely match up with those in Table 4–9.
CHANGE 4–9: Entry 25–29 should have a DC 15, not 13
Entry 30 Ditto
Entry 66–69 should have DC 25, not 23
Entry 70 Ditto

p. 115, Creating Magic Traps section, this text:
“If a trap is a one-use device, the cost for creation is 50 gp and 2 XP, both multiplied by the caster level **and the spell level.**”
(INSERT the last four words.)
CHANGE 2 XP to 4 XP
“If a trap has multiple uses (or functions continually), the cost for creation is 500 gp and 20 XP, both multiplied by the caster level **and the spell level.**” (Same thing.)
CHANGE 20 XP to 40 XP

p. 116, In this text:
“The Reflex save to avoid a 20’ spiked pit with an illusory covering is DC 15.”
CHANGE 15 to 20.

p. 129, The sidebar’s two examples of statistics blocks include both height and weight in their summaries of monsters’ and NPCs’ stats.
DELETE both entries from the stat blocks.

p. 136, Table 4–39: There is a footnote for the vampire, but the footnote symbol is not actually placed next to the entry for “Vampire” in the table.
INSERT a dagger symbol after “Vampire” on entry 87 (d% Night) on the table.

p. 151 and 152, Ballista: INSERT the following text as a new sentence at the end of the ballista paragraph:
A ballista bolt weighs 5 pounds and costs 2 gp.

p. 161, col. 2: (INSERT As a Large, Exotic weapon)
Kusari-gama*† 10 gp 1d6/1d4 x2 — 3 lb. Slashing/Bludgeoning
Kusari-gama: A kusari-gama can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed

weapon and a light weapon. In this case, you can only strike at an adjacent opponent.

If you use the kusari-gama as a reach weapon, you can strike opponents 10 feet away with it. In addition, unlike other weapons with reach, you can use it against an adjacent foe. In this case, you can only use one end of the kusari-gama effectively; you cannot use it as a double weapon. You can choose which end of the kusari-gama to use. The kama end deals 1d6 points of damage and is a slashing weapon; the chain end deals 1d4 points of damage and is a bludgeoning weapon.

You can make trip attacks with a kusari-gama. If you are tripped during your own trip attempt, you can drop the kusari-gama to avoid being tripped.

When using a kusari-gama, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if you fail to disarm your opponent).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a kusari-gama.

p. 161, col. 2: CHANGE the katana to a Medium exotic weapon. REPLACE “Large” with: Medium-size

p. 167, col. 1: Challenge Ratings for NPCs: CHANGE the centaur’s CR 1 to a 3 and change the 8 to a 10 later in the sentence.

p. 173 and 174, Look at the DCs for the spells in the Staff of the Deathsong (pg. 173–174). It gives *shatter* (2nd level spell) a DC of 12 and *shout* (4th level) a DC of 14
CHANGE the 12 to 13 and the 14 to 16.

p. 180, Table 8–6: Armor Special Abilities—two things:
Minor column: CHANGE the “—” in the first entry to: 01–05
Also CHANGE the second entry from “01–30” to: 06–30
Medium column. CHANGE “50–50” to: 50

p. 188, col. 1: CHANGE the Market Price for the wounding ability from: “+1 bonus” to: +2 bonus

p. 188, The description of a Holy Avenger states that it is a “holy (+1d6 points of bonus holy damage against evil creatures)” CHANGE +1d6 to: +2d6

p. 187, (Keen weapon description)
CHANGE the second sentence to: Only piercing or slashing weapons can be enchanted to be keen.

p. 186 and 188, Regarding “Flaming” and “Flaming Burst” descriptions on page 186, and “Flame Tongue” description on page 188:

Flame Tongue is described as being a “+1 *flaming longsword* (+1d6 points of fire damage with each hit) [that] is also a flaming burst weapon (+1d10 points of bonus fire damage on a critical).”

CHANGE the Market price to: 18,315 gp

Also, REPLACE the quoted text above with:

This is a +1 *flaming burst longsword* (+1d6 points of fire damage with each hit, +1d10 points of bonus fire damage on a critical; see flaming burst, above).

p. 182, Celestial armor: Add “fly” [[in italics]] to the end of the Prerequisite entry, right before the semicolon.

p. 188, The description of the Holy Avenger reads, “this holy (+1d6 points of bonus holy damage against evil creatures) becomes a +5 *longsword*...”

CHANGE to: this weapon becomes a +5 *holy* (+2d6 points of bonus holy damage against evil creatures) *longsword*

p. 189 and 190, Description of Sun Blade lists “Continual Light” as a spell
CHANGE to: Daylight

p. 190, left column: There is no DC for the energy drain effect of the *sword of life stealing*. INSERT at the end of the paragraph:

One day after being struck, subjects must make a Fort save (DC 16) for each negative level or lose a character level.

p. 191, Make the following changes to Table 8–18: Potions.

Replace *Clairaudience/clairvoyance* with: *Protection from arrows*

Replace *Detect thoughts* with [2nd]: *Remove paralysis*

Replace *Remove blindness/deafness* with [3rd]: *Displacement*

Replace *Remove paralysis* with [3rd]: *Negative energy protection*

Replace *Lesser restoration* with [2nd] “*See invisibility*”

p. 192, Rings table: the entry for the three wishes ring. CHANGE 86–89 to: 88–89

p. 194, Right column: The paragraph that begins with “Any creature struck by a shooting star...” INSERT this at the end of that sentence:

unless a Reflex save (DC 13) is made.

p. 194, Force Shield

It states “...wall of force that stays with the ring and can be wielded by the wearer as if it was a NORMAL shield (+2 AC)”

CHANGE “normal” to: Large

p. 203, Under Scroll activation gives “DC 15+spell level” for discovering a scroll’s contents:

CHANGE the quoted material to: DC 20+spell level

p. 207, The Apparatus Of Kwalish: INSERT *continual flame* [[in italics]] after “*animate objects*” in the Prerequisites entry.

p. 208 and 209, *Bracers of health* OR an *amulet of*:

REPLACE “amulet” with: *bracers*

p. 211, Bracers of Armor: The (+7) variety’s price is wrong.

CHANGE “39,000” to: 49,000

p. 211, The price for boots of striding and springing is given as 2,500 gp.

CHANGE “2,500” to: 6,000.

p. 217 and 218, Gloves of Storing: Gloves of Storing don’t state what sort of action. After the sentence that ends: “only store one item at a time.” INSERT:

Storing or retrieving the item is a free action.

Also, after the sentence that ends: “to be held in one hand”, INSERT:

While stored, the item has negligible weight.

p. 219, Heward’s Handy Haversack: Retrieving any specific item from a haversack is a “move-equivalent action.”

CHANGE quoted text to: a free action.

p. 228, Wings of flying CHANGE last sentence to end:

empower her to fly as if with a fly spell anywhere wide enough to accommodate her wingspan.

Also, CHANGE the Price to: 22,000. CHANGE the table as well as the text.

p. 236, In the last paragraph of the Book Of Vile Darkness’s description, the text reads: “Nonevil neutral characters ... become evil (Fortitude negates DC 13.” REPLACE underlined text above with:

Lawful neutral, neutral, and chaotic neutral characters

Also, CHANGE “Fortitude” to: Will

p. 237, On the list of cards’ effects for the Deck of Many Things:
CHANGE “50,000 xp” to: 20,000 xp.

p. 242, Adamantine:

INSERT the following to the end of the 1st paragraph:

“Weapons and armor fashioned from adamantine are treated as masterwork items with regard to creation times, but the finished item’s masterwork quality does not affect the enhancement bonus of weapons or the armor check penalty of armor.”

p. 243, In this text: “For items that do take up a limited space (such as a ring or a necklace), each additional power not only has no discount but instead has a 10% increase in price.”
CHANGE “10%” to: 100%

p. 243, Creating Armor, 3rd Paragraph:

“If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item.”

REPLACE with:

If spells are involved in the prerequisites for making the armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a sorcerer or bard) , and must provide any material components or focuses the spells require, and must pay any XP costs required for the spells.

This error recurs twice on page 244, three times on page 245, and twice on page 246.

p. 246, Table 8–46: The GP cost of a 1st level clr/drd/wiz and sor wands.

CHANGE “325” to: 375.

The GP cost of a 1st level brd and pal/rgr wands.

CHANGE “1,250” to: 750.

p. 247, under Appendix: Quick Reference Tables, Magic Items and Special Items of up to 3,000 GP Market Price, it lists:

+1 Weapon Market Price: Cost of ordinary weapon plus 1,300 GP.

CHANGE “1,300” to: 2,300

CHANGE “2,600” to: 4,600