

Player's Handbook II Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as a table or character's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 7, – Beguiler Class Features; Spells [Omission]

The beguiler “Spells” class feature should have a sentence at the end of the last paragraph that reads as follows: “A beguiler’s caster level is equivalent to his class level.”

Page 9 – Playing a Beguiler; Combat [Revision]

Grease should not appear as a spell available to beguilers in the “Combat” section.

Page 12 – Dragon Shaman Class Features; Class Skills [Omission]

Knowledge (arcana) should be listed as a class skill for the Dragon Shaman.

Page 19 – Duskblade Class Features; Weapon and Armor Proficiency [Omission]

The “Weapon and Armor Proficiency” Class feature for duskblades should state: “Duskblades are proficient with all simple and martial weapons.”

Page 19 – Duskblade Class Features: Spells [Substitution]

The first paragraph of the “Spells” class feature should read: “A duskblade casts arcane spells, which are drawn from the duskblade spell list on page 24. Duskblade spells unique to this book appear on a spell list Page 98

Page 19 – Duskblade Class Features: Spells [Omission]

The duskblade “Spells” class feature should have a sentence that reads the following at the end of the last paragraph: “A duskblade’s caster level is equivalent to his class level.”

Page 43 – Starting Packages; Package 2: The Healer [Revision]

The favored soul starting package has Spontaneous Healer as a starting feat, but a favored soul cannot meet the prerequisites for this feat at 1st level. An alternative is Augment Healing from *Complete Divine* (page 79). A similar change is necessary on the favored soul’s feat progression on page 210. Place Combat Casting in place of Spontaneous Healing, Brew Potion in place of Combat Casting, and Spontaneous Healing in place of Brew Potion.

Page 51—Starting Packages; Package 2: The Destroyer [Substitution]

The feat section should read: “Improved Grapple, Improved Unarmed Strike, Power Attack.”

Page 59 – Starting Packages; Package 2: The Hunter [Revision]

Delete Open Lock and Disable Device from the “Skills” section of this package.

Page 61 – Starting Packages; Package 1: The Battle Mage [Revision]

Should only have two 1st-level spells known instead of three and four 0-level spells known instead of five. Remove *ray of enfeeblement* and *read magic* from package.

Page 61 – Starting Packages; Package 1: The Blaster [Revision]

Should only have two 1st-level spells known instead of three and four 0-level spells known instead of five. Remove *obscuring mist* and *disrupt undead* from package.

Page 61 – Starting Packages; Package 1: The Infernal Summoner [Revision]

Should only have two 1st-level spells known instead of three and four 1st-level spells known instead of five. Remove *grease* and *acid splash* from package.

Page 68 – Benefits, Immediate Magic [Revision]

The first sentence should read: “You gain a supernatural ability that reflects your chosen school of magic.” Text describing these abilities as extraordinary abilities or spell-like abilities can be disregarded.

Page 75-86 – Feats [Omission]

Bounding Assault, Crushing Strike, Driving Attack, Overwhelming Assault, Rapid Blitz, Slashing Flurry, and Weapon Supremacy should indicate that a fighter may select the feat as a fighter bonus feat.

Page 74– Arcane Thesis [Substitution]

Should read, “When you apply any metamagic feats other than Heighten Spell” Thus if you were to prepare an empowered maximized *magic missile* (assuming *magic missile* is the spell you choose for your Arcane Thesis), it would be prepared as a 4th level spell (+1 level for empowered, down from +2; and +2 levels for maximized, down from +3).

Page 74 – Arcane Thesis [Omission]

Add the following text to the end of the “Benefit” section: “A spell cannot be reduced to below its original level with the use of this feat.”

Page 78 – Elven Spell Lore [Revision]

Change the second paragraph, third sentence of the “Benefit” section to the following: “When preparing that spell, you can alter the energy type of the damage it deals to some other energy type of your choosing.”

Page 79 – Fiery Ki Defense [Substitution]

Replace the second sentence of the “Special section with the following text: “A monk with the Stunning Fist feat can select Fiery Ki Defense as her bonus feat at 6th level, as long as she also possesses the Fiery Fist feat (other prerequisites can be ignored).

Page 80 –Ki Blast [Substitution]

Replace the second sentence of the “Special section with the following text: “A monk with the Stunning Fist feat can select Ki Blast as her bonus feat at 6th level, as long as she also possesses the Fiery Fist feat and an attack bonus of +6 (other prerequisites can be ignored).

Page 81 – Melee Weapon Mastery [Omission]

Add the following sentence to the end of the “Benefit” section: “Weapons with two damage types (such as the morningstar, which does bludgeoning and piercing damage) the benefits of Melee Weapon Mastery (bludgeoning) and Melee Weapon Mastery (piercing) do not stack. But the bonuses from this feat do stack with those gained from Weapon Focus and Weapon Specialization.

Page 82 – Ranged Weapon Mastery [Omission]

Add the following text to the end of the “Benefit” section: The bonuses from this feat do stack with those gained from Weapon Focus and Weapon Specialization.

Page 83 – Telling Blow [Omission]

Add the following sentence to the end of the “Benefit” section: “Skirmish or sneak attack damage is added only once, even if you meet other conditions for adding damage, such as if you scored a critical while the enemy was flat-footed.”

Page 89 – Profane Aura [Omission]

The first sentence of the “Benefit” section should read: “As a standard action, you can expend one of your rebuke undead attempts to fill the area around you with a cold, clammy mist that persists for 10 minutes.”

Page 92 – Imbued Summoning [Substitution]

In the benefits section it should read “creature or creatures” where now only “creature” appears.

Page 93 –Blood-Spiked Charger Tactical Feat; Spike Slam Ability [Substitution]

Should read that the attacks “deals extra damage equal to twice your Strength bonus” and not “twice your Strength.”

Page 109 – Curse of Arrow Attraction [Revision]

Remove “M” listed for components.

Page 109 – Deflect, Lesser [Omission]

Should indicate a minimum +1 bonus for the spell’s effect.

Page 112 – Energy Surge [Revision]

Change to *lesser energy surge* affects this spell.

Page 112 – Energy Surge, Greater [Revision]

Change to *lesser energy surge* affects this spell.

Page 112 – Energy Surge, Lesser [Substitution]

Last sentence of the spell’s description of should read, “The weapon then deals 1d6 points of damage of the specified energy type on the next attack with the weapon if the attack is successful.”

Page 116 – Legion of Sentinels [Omission]

Should include the following text at the end of its description: “The swordsmen’s attacks are at a bonus equal to your caster level, they threaten critical hits on a 19 or 20, and they deal 1d8 points of slashing damage with a +1 bonus per three caster levels (max +5). They only make attacks of opportunity, and their weapon damage is slashing and is affected by damage reduction.”

Pages 117– Luminous Assassin [Revision]

The three stat blocks should have no potions listed under “Combat Gear”.

Page 119 – Mark of Doom [Omission]

Add this sentence to the end of the spell’s description: “A caster cannot place more than one mark upon a single opponent. If a second mark is placed on a creature by the same caster, its effects supersede the previous mark.”

Page 119 – Mark of Doom and Mark of Judgment [Omission]

Add this sentence to the end of the spell’s description: “A caster cannot place more than one mark upon a single opponent. If a second mark is placed on a creature by the same caster, its effects supersede the previous mark.”

Page 123 – Rouse [Substitution]

Replace the spell description with the following text: “This spell awakens creatures from magical and nonmagical sleep. It has no effect on creatures that are otherwise unconscious.”

Page 124 – Seeking Ray [Omission]

Should include [Electricity] to the right of Evocation.

Page 125 – Sonic Shield [Omission]

Should include [Sonic] to the right of Evocation.

Page 126 – Thunder Field [Omission]

Should include [Sonic] to the right of Evocation.

Page 172 – Darkspire College of Thaum; Affiliation Score Table [Omission]

Add the following footnote connect ton the “Can cast arcane spells of 3rd level or higher” and “Can cast arcane spells of 5th level or higher” entries: “Affiliation score modifier for being able to cast 3rd level arcane spells and 5th level arcane spells do not stack.”

Page 174 – Golden Helm Guild; Affiliation Score Table [Omission]

Add the following footnote connect ton the “10 or more ranks in one Craft skill” and “20 or more ranks in one Craft skill” entries: “Affiliation score modifier for having 10 ranks in at least one Craft skill and 20 or more ranks in at least one craft skill do not stack.”

Page 175 – The Land of Honor; Affiliation Score Table [Omission]

Add the following footnote connect ton the “5 or more ranks in Diplomacy” and “10 or more ranks in Diplomacy” entries: “Affiliation score modifier for having 5 ranks in Diplomacy and 10 ranks in Diplomacy do not stack.”

Page 176 – Merata Kon; Affiliation Score Table [Omission]

Add the following footnote connect ton the “5 or more ranks in Survival” and “10 or more ranks in Survival” entries: “Affiliation score modifier for having 5 ranks in Survival and 10 ranks in Survival do not stack.”

Page 176 – The One and the Five; Affiliation Score Table [Omission]

Add the following footnote connect ton the “Can cast arcane spells of 3rd level or higher” and “Can cast arcane spells of 5th level or higher” entries: “Affiliation score modifier for being able to cast 3rd level arcane spells and 5th level arcane spells do not stack.”

Page 182 – Wintervein Dwarves'; Affiliation Score Table [Substitution]

15-20 affiliation score should grant a +4 bonus vs. orcs and goblinoids while the 21-29 score should grant a +6 bonus.

Page 206 – Forge of Remaking [Revision]

The last sentence, “This location is fully detailed in *Tome of Magic*” should be removed. The location does not appear in *Tome of Magic*.

Page 210 – Favored Soul Healer Build Table [Substitution]

Combat Casting should appear as the Human bonus feat for this build, replacing Spontaneous Healer. Spontaneous Healer should appear in place of Combat Casting at 3rd level.

Page 212 – Monk Destroyer Build Table [Substitution]

Improved Natural Attack cannot be attained until 6th level for a monk. An alternative is to take Power Attack at 1st level, Improved Bull Rush at 3rd level in place of Power Attack, and Improved Natural Attack in place of Improved Bull Rush.

Page 214 – Warlock Blaster Build Table [Substitution]

Point Blank Shot is listed twice. Combat Casting is a possible alternative at 6th level.