

ERRATA: PLAYER'S HANDBOOK

This document corrects or clarifies some rules in the fifth edition *Player's Handbook*. Recent printings of it include revised text that reflects the explanations here.

A few changes appear for the first time in the sixth printing. If a change is from that printing, the description of the change ends with a notation: 6th printing.

RACES

Dwarven Combat Training (p. 20).

Dwarves are proficient with the light hammer, not the throwing hammer.

Drow Magic (p. 24). Here "once per day" means you must finish a long rest to cast the spell again with the trait.

Infernal Legacy (p. 43). Here "once per day" means you must finish a long rest to cast the spell again with the trait.

BARD

Song of Rest (p. 54). A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

FIGHTER

Feinting Attack (p. 74). The advantage is lost if not used on the turn you gain it.

Spells Known of 1st-Level and Higher (p. 75). The final sentence ends as follows: "... unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic" (6th printing).

MONK

Deflect Missiles (p. 78). The range of the monk's ranged attack is 20/60 feet.

Eternal Mountain Defense (p. 81). A monk must be 17th level, not 11th, to learn this discipline.

Water Whip (p. 81). This discipline requires an action, not a bonus action.

PALADIN

Divine Smite (p. 85). You can expend any spell slot, not just a paladin spell slot.

RANGER

Ranger's Companion (p. 93). Like any creature, the beast can spend Hit Dice during a short rest. If you are incapacitated or absent, the beast acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack.

Bestial Fury (p. 93). When you command the beast to take the Attack action, the beast can attack twice or take the Multiattack action if it has that action.

SORCERER

Flexible Casting (p. 101). The created spell slots vanish at the end of a long rest.

Twinned Spell (p. 102). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

Elemental Affinity (p. 102). The damage bonus applies to one damage roll of a spell, not multiple rolls.

Wild Magic Surge (p. 103). A surge can happen once per turn. If a surge effect is a spell, it's too wild to be affected by Metamagic. If it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration.

WARLOCK

Quick Build (p. 106). *Ray of sickness* should be *charm person*.

Spell Slots (p. 107). In the example, *thunderwave* has been replaced by *witch bolt* (6th printing).

Pact of the Chain (p. 107). When you let your familiar attack, it does so with its reaction.

Pact of the Tome (p. 108). The cantrips are considered warlock spells for you, and they needn't be from the same spell list.

Eldritch Invocations (p. 110). A level prerequisite in an invocation refers to warlock level, not character level.

Book of Ancient Secrets (p. 110). The rituals needn't be from the same spell list.

WIZARD

Your Spellbook (p. 114). The spells copied into a spellbook must be of a spell level the wizard can prepare.

Spellbook (p. 114). A spellbook doesn't contain cantrips.

Minor Conjunction (p. 116). The conjured object also disappears if it deals any damage (6th printing).

Empowered Evocation (p. 117). The damage bonus applies to one damage roll of a spell, not multiple rolls.

Overchannel (p. 118). The feature doesn't benefit cantrips.

EQUIPMENT

Ammunition (p. 146). Loading a one-handed weapon requires a free hand.

Reach (p. 147). This property also determines your reach for opportunity attacks with a reach weapon.

Two-Handed (p. 147). This property is relevant only when you attack with the weapon, not when you simply hold it.

Weapons (p. 149). Unarmed strike doesn't belong on the Weapons table.

MULTICLASSING

Class Features (p. 164). You gain the starting equipment of your first class only.

Spells Known and Prepared (p. 164). A new paragraph appears at the end of this

subsection: "If a cantrip of yours increases in power at higher levels, the increase is based on your character level, not your level in a particular class" (6th printing).

FEATS

Alert (p. 165). The third benefit now reads as follows: "Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you" (6th printing).

Athlete (p. 165). The third benefit should instead say climbing doesn't cost you extra movement.

Crossbow Expert (p. 165). The word "loaded" has been cut from the third benefit.

Grappler (p. 167). Ignore the third benefit; it refers to a nonexistent rule.

Magic Initiate (p. 168). The feat's limit on casting the 1st-level spell applies only to the casting given by the feat.

Martial Adept (p. 168). The superiority die is added to any others you have, no matter when you gain them.

Polearm Master (p. 168). The bonus attack uses the same ability modifier as the main attack.

Sentinel (p. 169). Ignore "within 5 feet of you" in the second benefit.

Tavern Brawler (p. 170). The feat doesn't give you proficiency with unarmed strikes, since you're already proficient.

Weapon Master (p. 170). The chosen weapons must be simple or martial.

USING ABILITY SCORES

Hiding (p. 177). The text clarifies that the DM decides when circumstances are appropriate for hiding, and the first sentence of the second paragraph starts as follows: "You can't hide from a creature that can see you clearly ..."

ADVENTURING

High Jump (p. 182). After applying your Strength modifier, a high jump is a minimum of 0 feet (6th printing).

Suffocating (p. 183). If you run out of breath or are choking, you can't regain hit points or be stabilized until you can breathe again.

Vision and Light (p. 183). A heavily obscured area doesn't blind you, but you are effectively blinded when you try to see something obscured by it.

Darkvision (p. 185). The definition of darkvision here now matches the definition everywhere else in the game (6th printing).

Resting (p. 186). The text clarifies that any creature, not just adventurers, can take a short or long rest (6th printing).

Short Rest (p. 186). After applying your Constitution modifier to a Hit Die roll, you regain a minimum of 0 hit points (6th printing).

Long Rest (p. 186). The first sentence of the rule now reads, “A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and performs no more than 2 hours of light activity, such as reading, talking, eating, or standing watch.”

In addition, you regain at least one Hit Die when you finish a long rest.

COMBAT

Ready (p. 193). You have until the start of your next turn to use a readied action.

Melee Attacks (p. 195). The rule on unarmed strikes should read as follows: “Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.”

SPELLCASTING

Material (M) (p. 203). The final paragraph now reads as follows: “A spellcaster must have a hand free to access a spell’s material components—or to hold a spellcasting focus—but it can be the same hand that he or she uses to perform somatic components.”

SPELLS

Paladin Spells (p. 209). The spell is *destructive wave*, not *destructive smite*.

Wizard Spells (p. 211). *Trap the soul* shouldn’t appear on the spell list.

Find Steed (p. 240). The second sentence now reads as follows: “Appearing in an unoccupied space within range, the steed takes on a form that you choose: a warhorse, a pony, a camel, an elk, or a mastiff.”

Glyph of Warding (p. 245). The first sentence clarifies that the magical effect needn’t be harmful. The final two sentences of the first paragraph now read as follows: “The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered” (6th printing).

Mass Cure Wounds (p. 258). This spell’s school is evocation, not conjuration.

Mass Heal (p. 258). This spell’s school is evocation, not conjuration.

Moonbeam (p. 261). The words “up to” now appear in “move the beam up to 60 feet in any direction” (6th printing).

Phantasmal Killer (p. 265). The frightened target makes a save at the end of its turns, not the start.

Polymorph (p. 266). This spell can’t affect a target that has 0 hit points.

Prismatic Wall (p. 269). The spell no longer refers to a *rod of cancellation*, and the text clarifies that *dispel magic* works only against the violet layer (6th printing).

Revivify (p. 272). This spell’s school is necromancy, not conjuration.

True Polymorph (p. 283). This spell can’t affect a target that has 0 hit points.

True Resurrection (p. 284). There’s a new sentence at the end of the second paragraph: “If the creature was undead, it is restored to its non-undead form” (6th printing).

Weird (p. 288). The frightened target makes a save at the end of its turns, not the start.

CREATURE STATISTICS

If in doubt, the *Monster Manual* version of a creature’s stat block is authoritative.