Errata Rule: Primary Sources
When you find a disagreement between two D&D® rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees.

Another example of primary vs. secondary sources involves book and topic precedence. The Player's Handbook, for example, gives all the rules for playing the game, for playing PC races, and for using base class descriptions. If you find something on one of those topics from the DUNGEON MASTER'S Guide or the Monster Manual that disagrees with the Player's Handbook, you should assume the Player's Handbook is the primary source. The DUNGEON MASTER'S Guide is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The Monster Manual is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities.

Animal Companion
Player's Handbook, page 36
Contrary to the text, a druid's animal companion is not treated as a magical beast; it remains an animal.

Trim the first paragraph of the sidebar so that it reads as follows:
A druid’s animal companion is superior to a normal animal of its kind and has special powers, as described below.

Special Mount
Player's Handbook, page 44
Text doesn’t mention what level of spell this spell-like ability represents.

After the first sentence of the second paragraph, insert:
This ability is the equivalent of a spell of a level equal to one-third the paladin’s class level.

Rogue Proficiency
Player's Handbook, page 50
Add “sap” to the list of weapons with which a rogue is proficient.

Change text to read as follows:
. . . plus the hand crossbow, rapier, sap, shortbow, and short sword.

Listen
Player's Handbook, page 78
Under the “Listen DC Modifier” header, the last two numbers are wrong.

Change –1 to +1; change –5 to +5.

Run
Player's Handbook, page 99
How fast can you run in medium armor?Feat description contradicts PH pages 144 and 163.

Change the feat description as follows:
Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you . . .
Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and . . .

Overrun
Player's Handbook, page 148
It’s not possible to overrun as part of a charge.
Delete “or as part of a charge” from this paragraph.

Soft Cover
Player's Handbook, page 151
Soft cover works against ranged attacks, not melee attacks.

In the first sentence of the paragraph, change “melee” to “ranged.”

Attacking on a Charge
Player's Handbook, page 155
It’s not possible to overrun as part of a charge.
Delete text from the second paragraph so that it reads:
A charging character gets a +2 bonus on the Strength check made to bull rush an opponent (see Bull Rush, above).

Overrun
Player's Handbook, page 157
It’s not possible to overrun as part of a charge.
Delete “or as part of a charge” from the first sentence of the first paragraph.
In the “Step 3” paragraph, delete the sentence that refers to making the overrun as part of a charge.

Blasphemy
Player's Handbook, page 205
Range and area figures are inconsistent.
Change range from 30 ft. to 40 ft.

Chaos Hammer
Player's Handbook, page 208
The slowed effect is described differently here from what’s said in the slow spell.
Delete the two sentences beginning with “A slowed creature.”
Insert the following text just before the end of the first sentence of this paragraph:
(see the slow spell)

**Darkvision**  
*Player's Handbook*, page 216  
Stat block contains two Saving Throw entries.  
Delete “Saving Throw: None”

**Area Dispel**  
*Player's Handbook*, page 223  
The area affected by an area dispel use of *dispel magic* is given as a 20-ft.-radius burst in one place and a 30-ft.-radius in another.  
In the middle column, about halfway down, change “30-foot radius” to “20-foot radius.”

**Glibness**  
*Player's Handbook*, page 236  
In second paragraph of description, “divination” is incorrect because *zone of truth* (mentioned as an example of a divination) is not a divination spell.  
Change the second paragraph to read as follows:  
If a magical effect is used against you that would detect your lies . . . , the user of the effect must succeed on a caster level check . . . . Failure means the effect does not detect your lies or force you to speak only the truth.

**Polymorph Any Object**  
*Player's Handbook*, page 263  
Top right: *baleful polymorph* missing from spells whose effects can be duplicated by this spell. Also, *transmute water to dust* is mentioned but doesn’t exist any more.  
Insert “baleful polymorph” in front of “polymorph.”  
Change “transmute water to dust” to “transmute metal to wood.”

**Scrying**  
*Player's Handbook*, page 274  
Descriptive text contradicts itself on whether the spell allows hearing as well as vision.  
Change “If the save fails, you can see (but not hear)” to “If the save fails, you can see and hear”

**Shapechange**  
*Player's Handbook*, page 277  
Second sentence of spell description is in error.  
Change “more than twice your caster level in Hit Dice” to “more than your caster level in Hit Dice.” Also, change “50” to “25”

**Spell Turning**  
*Player's Handbook*, page 282  
The example used in the spell description is incorrect, because it makes use of a touch-range spell (*inflict critical wounds*).  
In the fourth paragraph of the spell description, change the text to read as follows: “. . . targeted by a *magic missile* spell heightened to 4th level, you would turn . . .”

**Stone Shape**  
*Player's Handbook*, page 284  
The level of *stone shape* as a Sor/Wiz spell is inconsistent here with where the spell is located on the Sor/Wiz spell list (p. 194).  
The spell list is correct; here, change “Sor/Wiz 5” to “Sor/Wiz 4.”

**Transport via Plants**  
*Player's Handbook*, page 295  
Transmutation school is incorrect.  
Change “Transmutation” to “Conjuration (Teleportation)”

**In Conclusion . . .**  
Wizards of the Coast supplies the preceding errata information in the hopes that it helps you better enjoy your DUNGEONS & DRAGONS® game. Errata in this file includes material that the Wizards of the Coast RPG R&D department and editors feel might affect your gameplay experience. It does not include minor, typographical errors—the sort of thing that might be fixed in a reprint but has no impact on your game. If you have questions about this errata information, or if you wish to submit potential game-affecting errata, please send a specific note (include in the subject line “Errata” followed by the book and page number, with the errata question in the body of the message) to custserv@wizards.com.