

PLAYER'S HANDBOOK ERRATA

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.

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.

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 Metam-

agic. 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*.

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.

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.

FEATS

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

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 DM decides when circumstances are appropriate for hiding. Also, the question isn't whether a creature can see you when you're hiding. The question is whether it can see you clearly.

ADVENTURING

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.

Long Rest (p. 186). You regain at least 1 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.”

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.

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.

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.

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.

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.