

Dungeon Master's Guide v.3.5 Errata

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 PC races, and the 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.

Ogre CR

Dungeon Master's Guide, page 38

Problem: Table at bottom right says ogres are CR 2 (without class levels). *Monster Manual* says (correctly) that ogres are CR 3.

Solution: CR numbers in the two ogre lines of the table need changing—increment all of them by 1. Also, change “2” to “3” in the note beneath the table.

Climb DCs

Dungeon Master's Guide, page 60

Problem: Climb DCs on Table 3–9 differ from what's given in the text on page 59.

Solution: On Table 3–9, change the following Climb DCs:

- Masonry 20
- Superior masonry 25
- Hewn stone 25
- Unworked stone 15

Ram Damage

Dungeon Master's Guide, page 100

Problem: Damage value for the ram given in the text disagrees with Table 3–26.

Solution: Change table entry to 3d8.

NPC Fighter

Dungeon Master's Guide, page 117

Problem: The 17th-level fighter has his Str enhanced by +2 (see top right of page), but the enhancement isn't accounted for in his gear.

Solution: Add “*gauntlets of ogre power +2*” to the 17th-level Gear entry on Table 4–16. Add “*gauntlets +2*” to the 18th-level Gear entry on the table.

NPC Monk

Dungeon Master's Guide, page 118

Problem: References to *ki* strike need fixing in three places.

Solution: In the sample 5th-level monk, change “*ki* strike +1” to “*ki* strike (magic).” In the *Ki Strike* paragraph for the 5th-level monk, delete “lawful.” In the sample 15th-level monk, change “*ki* strike +4” to “*ki* strike (lawful, magic).”

NPC Sorcerer

Dungeon Master's Guide, page 125

Problem: The 14th-level sorcerer has his Dex enhanced by +2 (see page 124), but the enhancement isn't accounted for in his gear.

Solution: Add “*gloves of Dexterity +2*” to the 14th-level Gear entry on Table 4–21, and “*gloves +2*” to the Gear entry at every higher level.

Epic Druid

Dungeon Master's Guide, page 208

Problem: Druids no longer get multiple animal companions.

Solution: Replace the Animal Companion paragraph with the following text:

Animal Companion: The epic druid's animal companion continues to increase in power. At every three levels higher than 18th (21st, 24th, 27th, and so on), the companion gains +2 bonus Hit Dice, its natural armor increases by 2, its Strength and Dexterity modifiers increase by 1, and it learns one additional bonus trick.

Epic Ranger

Dungeon Master's Guide, page 208

Problem: Mention of the epic ranger's animal companion is missing.

Solution: After the Spells paragraph, insert the following paragraph:

Animal Companion: The epic ranger's animal companion continues to increase in power as normal. For rangers above 41st level, consult the epic druid for details on how an animal companion's power level increases.

Caster Level

Dungeon Master's Guide, page 215

Problem: The last two sentences in the section on Caster Level are ambiguous and potentially misleading.

Solution: Replace with this text: For other magic items, the caster level is determined by the creator. The minimum caster level is that which is needed to meet the prerequisites given.

Arrow Deflection

Dungeon Master's Guide, page 218

Problem: The first sentence is no longer accurate (Deflect Arrows feat works differently in v.3.5).

Solution: Change first sentence to read:

A shield with this ability protects the wielder from ranged attacks.

Hardness and Hit Points

Dungeon Master's Guide, page 222

Problem: The first paragraph is not consistent with similar information for shields on page 217.

Solution: Delete the first sentence after the boldface header. Change the next sentence to read as follows:

Each +1 of enhancement bonus adds 2 to a weapon's or shield's hardness and +10 to its hit points.

Vorpal Weapons

Dungeon Master's Guide, page 223

Problem: Note 2 under Table 7–14 says that a vorpal weapon must be a piercing or slashing weapon. The description of vorpal on page 226 says the ability can be applied only to a slashing weapon.

Solution: Fix the table. Change the superscript number on Vorpal to 4. Add a new note 4: "Slashing weapons only. Reroll if randomly generated for a piercing or bludgeoning weapon." Also, renumber current note 4 to be note 5.

Staff of Life

Dungeon Master's Guide, page 244

Problem: The prerequisite spells don't synch up with the staff's powers.

Solution: Change *raise dead* to *resurrection*; change CL 11th to CL 13th.

Table 7–27

Dungeon Master's Guide, page 247

Problem: The price given for a *necklace of fireballs type V* is in error.

Solution: Change 6,150 gp to 5,850 gp (to match the item description).

Table 7–28

Dungeon Master's Guide, page 249

Problem: The price given for a *necklace of fireballs type VII* is in error.

Solution: Change 9,150 gp to 8,700 gp (to match the item description).

Clay Golem Manual

Dungeon Master's Guide, page 258

Problem: The *Clay golem manual* prerequisite spells don't match the *Monster Manual* info on constructing a clay golem.

Solution: Delete references to the *prayer* spell from the *clay golem manual* description.

Stone Golem Manual

Dungeon Master's Guide, page 258

Problem: Prerequisite spells for constructing a stone golem or greater stone golem given on page 137 of the *Monster Manual* don't match those given for the *stone golem manual* and *greater stone golem manual* on page 258 of the *Dungeon Master's Guide*.

Solution: The *Dungeon Master's Guide* is correct. Add the *slow* spell to the prerequisites for each of these golems in the *Monster Manual*.

Table 7–33

Dungeon Master's Guide, page 285

Problem: The "Multiple different abilities" line is in error.

Solution: Change "Multiply higher item cost by 2" to "Multiply lower item cost by 1.5"

Table 8–1

Dungeon Master's Guide, page 290

Problem: The table indicates that supernatural abilities can be dispelled. This is not true in v.3.5.

Solution: In the Dispel row, Supernatural column, change Yes to No.

Polymorph

Dungeon Master's Guide, page 297

Problem: The description of the polymorph effect does not account for changes to that spell.

Solution: Delete the paragraph beginning "Creatures that polymorph themselves with an ability . . ."

Also, replace the last three paragraphs with the following text:

Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.

Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 feet for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical qualities such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.

Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it.

Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

Slow Suffocation

Dungeon Master's Guide, page 304

Problem: This system needs to tie back into the general rules for suffocation. As it stands, no one will ever die from slow suffocation (because nonlethal damage doesn't kill).

Solution: Insert this sentence at the end of the paragraph that starts with the Slow Suffocation header:

When a character falls unconscious from this nonlethal damage, she drops to –1 hit points and is dying. In the next round, she suffocates.