

## ***Magic Item Compendium***

### **Page 5 – Bane Blind**

#### **[Substitution]**

The last sentence of the second paragraph should read: On a result of Humanoid, the DM chooses the specific subtype that the armor affects.

### **Page 11 – Fearsome [Omission]**

The end of the first paragraph is missing a statement. Add: This is a mind-affecting effect.

### **Page 13 – Menacing [Omission]**

The end of the first paragraph is missing a statement. Add: This is a mind-affecting effect.

### **Page 24 – Wrapped Tower**

#### **[Revision]**

Replace the first paragraph of the item's description with the following text.

Once per day while using this +1 tower shield to gain total cover (PH 125), you can activate its special property. At your command, the mere sight of the shield's mummylike facade requires each viewer within 30 feet to succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. This is a mind-affecting effect. The wielder of the shield is immune to this effect.

### **Page 27 – Hardness and Hit Points [Substitution]**

The first sentence of the subsection titled "Hardness and Hit Points" is in error. It should read: Each +1 of enhancement bonus adds 2 to a weapon's hardness and 10 to its hit points.

### **Page 32 – Desiccating Burst [Omission]**

The first sentence of the second paragraph for the desiccating burst weapon ability is missing some text. It should read: In addition, the weapon explodes with a dehydrating blast on a successful critical hit, dealing extra damage to living creatures as set out in the table below.

Disregard the last sentence of the second paragraph. The desiccating ability is always active.

### **Page 33 – Domineering [Omission]**

The end of the first paragraph is missing a statement. It should read: This is a mind-affecting effect.

### **Page 33 – Doom Burst [Omission]**

The end of the first paragraph is missing a statement. It should read: This is a mind-affecting effect.

### **Page 34 – Everbright [Omission]**

The end of the first paragraph is missing a statement. It should read: The wielder is not affected by the blinding ability.

### **Page 34 – Everbright**

#### **[Substitution]**

The cost to create is not correct. It should read: *Cost to Create:* 1000 gp, 80 XP, 2 days

### **Page 35 – Fleshgrinding**

#### **[Substitution]**

The last sentence of the second paragraph needs a text fix. Here is the new text: It will not return to your hand if a creature other than you pulls the weapon free and still holds it.

### **Page 39 – Morphing [Omission]**

This weapon property is missing a command subtype. It should read: **Activation:** standard (command)

### **Page 40 – Paralyzing [Revision]**

A minor qualifying revision has to be made to the first sentence of this power's description. It should read: When a paralyzing weapon is activated, the next time you hit a creature with the weapon before the end of your turn the target must succeed on a DC 17 Will save or be paralyzed.

### **Page 40 – Prismatic Burst**

#### **[Substitution]**

The cost to create is not correct. It should read: *Cost to Create:* 15,000 gp, 1200 XP, 30 days

### **Page 49 Cudgel the Never Forgets [Omission]**

The cudgel is missing its ego score. Add the following to second paragraph, first sentence, at the end of the parenthetical statistic block: Ego score 12

### **Page 68 – Amber Amulet of Vermin (table) [Substitution]**

The scorpion size is incorrect. The Vermin entry on line five should read: Large monstrous scorpion

### **Page 100 – Flesh Ring of Scorn**

#### **[Substitution]**

There is an activation for this item: **Activation:** Immediate (mental)

### **Page 101 – Gauntlet of Gruumsh**

#### **[Substitution]**

Change the first line to the following: Three times per day, activate this *+1 gauntlet* to make a melee touch attack that can blind a target creature for one hour (Fort DC 14 negates).

**Page 101 – Gauntlet of Gruumsh**  
[Omission]

The activation entry is missing its parenthetical. It should read:  
**Activation:** Standard (mental)

**Page 103 – Gauntlets of Lassitude**  
[Omission]

The activation entry is missing its parenthetical. It should read:  
**Activation:** Standard (mental)

**Page 101 – Gauntlets of Lassitude**  
[Substitution]

Change the first line to the following: Three times per day, activate these gauntlets make a melee touch attack with them.

**Page 104 – Tabard of the Great Crusade** [Revision]

Clerics of St. Cuthbert can't be evil. Change the second sentence of the first paragraph as follows:

When you wear one of these garments over armor, you and every ally within 20 feet gains a +1 morale bonus on saving throws, provided that you are lawful neutral, lawful good, or neutral.

**Page 156– Diamondskin Decanter**  
[Omission]

The "1 draught" subhead is missing a word. It should read: *1 draught*: Damage reduction 2/adamantine, which last for 1 hour or until 20 points of damage have been prevented.

**Page 168– Pipes of Frenzied Revelry**  
[Omission]

Add the following sentence to the last paragraph of the Relic Power section: The pipes *confusion* power does not affect the user.

**Page 176–Runestaff of Abjuration**  
[Substitution]

**Price (Item Level):** 25,000 gp (16th)  
**Cost to Create:** 12,500 gp, 1,000 XP, 25 days.

**Page 176–Runestaff of the Architect**  
[Substitution]

**Price (Item Level):** 24,800 gp (15th)  
**Cost to Create:** 12,400 gp, 992 XP, 25 days.

**Page 176–Runestaff of the Artisan**  
[Substitution]

**Price (Item Level):** 18,400 gp (15th)  
**Cost to Create:** 9,200 gp, 736 XP, 19 days.

**Page 177–Runestaff of the Assassin**  
[Substitution]

**Price (Item Level):** 10,600 gp (13th)  
**Cost to Create:** 5,300 gp, 424 XP, 11 days.

**Page 177–Runestaff of Cacophony**  
[Substitution]

**Price (Item Level):** 24,000 gp (15th)  
**Cost to Create:** 12,000 gp, 960 XP, 24 days.

**Page 177–Runestaff of Charming**  
[Substitution]

**Price (Item Level):** 6,600 gp (11th)  
**Cost to Create:** 3,300 gp, 264 XP, 7 days.

**Page 177–Runestaff of Conjunction**  
[Substitution]

**Price (Item Level):** 25,400 gp (16th)  
**Cost to Create:** 12,700 gp, 1,016 XP, 26 days.

**Page 177–Runestaff of Destruction**  
[Substitution]

**Price (Item Level):** 33,600 gp (16th)  
**Cost to Create:** 16,800 gp, 1,344 XP, 34 days.

**Page 177–Runestaff of Destruction**  
[Revision]

Substitute *earthquake* with *greater shout* on the *runestaff of destruction's* spell list and prerequisite list.

**Page 177–Runestaff of Divination**  
[Substitution]

**Price (Item Level):** 23,600 gp (16th)  
**Cost to Create:** 11,800 gp, 944 XP, 24 days.

**Page 178–Runestaff of Earth and Stone** [Substitution]

**Price (Item Level):** 19,400 gp (15th)  
**Cost to Create:** 9,700 gp, 776 XP, 20 days.

**Page 178–Runestaff of Enchantment**  
[Substitution]

**Price (Item Level):** 17,800 gp (14th)  
**Cost to Create:** 8,900 gp, 712 XP, 18 days.

**Page 178–Runestaff of Entrapment**  
[Substitution]

**Price (Item Level):** 9,600 gp (12th)  
**Cost to Create:** 4,800 gp, 384 XP, 10 days.

**Page 178–Runestaff of Ethereal Action** [Substitution]

**Price (Item Level):** 29,700 gp (16th)  
**Cost to Create:** 14,850 gp, 1188 XP, 30 days.

**Page 178–Runestaff of Evocation**  
[Substitution]

**Price (Item Level):** 25,400 gp (16th)

Cost to Create: 12,700 gp, 1016 XP, 26 days.

**Page 178—Runestaff of Eyes**  
[Substitution]

Price (Item Level): 9,000 gp (12th)  
Cost to Create: 4,500 gp, 360 XP, 9 days.

**Page 178—Runestaff of Eyes**  
[Revision]

Substitute *remove blindness/deafness* with *arcane sight* on the *runestaff of eye's* spell list and prerequisite list.

**Page 178—Runestaff of Fiendish Darkness** [Substitution]

Price (Item Level): 37,400 gp (17th)  
Cost to Create: 18,700 gp, 1496 XP, 38 days.

**Page 180—Runestaff of Forced Happiness** [Substitution]

Price (Item Level): 17,800 gp (14th)  
Cost to Create: 8,900 gp, 712 XP, 18 days.

**Page 180—Runestaff of Frost**  
[Substitution]

Price (Item Level): 16,400 gp (14th)  
Cost to Create: 8,200 gp, 656 XP, 17 days.

**Page 180—Runestaff of Illumination**  
[Substitution]

Price (Item Level): 27,800 gp (16th)  
Cost to Create: 13,900 gp, 1,112 XP, 28 days.

**Page 180—Runestaff of Illusion**  
[Substitution]

Price (Item Level): 24,400 gp (15th)  
Cost to Create: 12,200 gp, 976 XP, 25 days.

**Page 180—Runestaff of Insanity**  
[Substitution]

Price (Item Level): 44,600 gp (17th)  
Cost to Create: 22,300 gp, 1784 XP, 45 days.

**Page 180—Runestaff of Necromancy**  
[Substitution]

Price (Item Level): 25,400 gp (16th)  
Cost to Create: 12,700 gp, 1016 XP, 26 days.

**Page 181—Runestaff of Night**  
[Substitution]

Price (Item Level): 12,400 gp (13th)  
Cost to Create: 6,200 gp, 96 XP, 13 days.

**Page 181—Runestaff of Opening**  
[Substitution]

Price (Item Level): 11,200 gp (13th)  
Cost to Create: 5,600 gp, 448 XP, 12 days.

**Page 181—Runestaff of Passage**  
[Substitution]

Price (Item Level): 60,200 gp (18th)  
Cost to Create: 30,100 gp, 2,480 XP, 61 days.

**Page 181—Runestaff of Power**  
[Substitution]

Price (Item Level): 59,000 gp (18th)  
Cost to Create: 29,500 gp, 2360 XP, 59 days.

**Page 181—Runestaff of Size Alteration** [Substitution]

Price (Item Level): 11,800 gp (13th)  
Cost to Create: 5,900 gp, 472 XP, 12 days.

**Page 182—Runestaff of Time**  
[Substitution]

Price (Item Level): 47,200 gp (17th)  
Cost to Create: 23,600 gp, 1888 XP, 48 days.

**Page 182—Runestaff of Transmutation**  
[Substitution]

Price (Item Level): 27,200 gp (16th)  
Cost to Create: 13,600 gp, 1088 XP, 28 days.

**Page 182—Runestaff of Transportation**  
[Substitution]

Price (Item Level): 15,000 gp (14th)  
Cost to Create: 7,500 gp, 600 XP, 15 days.

**Page 182—Runestaff of Undead Slayer**  
[Substitution]

Price (Item Level): 26,800 gp (16th)  
Cost to Create: 13,400 gp, 1072 XP, 27 days.

**Page 177—Runestaff of Undead Slayer**  
[Revision]

Substitute *deathward* with *forceward* (SC 98), *disrupting weapon* with *incorporeal nova* (SC 121), and *searing light* with *halt undead*.

**Page 182—Runestaff of the Undying**  
[Substitution]

Price (Item Level): 17,000 gp (14th)  
Cost to Create: 8,500 gp, 680 XP, 17 days.

**Page 196— Five Virtues Pieces and Abilities (sidebar)** [Substitution]

The *armband of confrontation* features the wrong level after the price. It should read:

1,400 gp (5th)

**Page 196— Five Virtues Pieces and Abilities (sidebar)** [Substitution]

The *crystal of alacrity* has misplaced information. The *Body Slot* and *Ability* sections should read:

| Body Slot          | Ability      |
|--------------------|--------------|
| -- (armor crystal) | +5 ft. speed |

**Page 211 – Seven Veils Pieces and Abilities (sidebar) [Substitution]**  
The *serpent veil* Body Slot entry is incorrect it should read:

**Body Slot**  
Throat

**Page 211 – Seven Veils Pieces and Abilities (sidebar) [Substitution]**  
The turquoise veil Body Slot entry is incorrect it should read:

**Body Slot**  
Face

**Page 224 – Creating New Runestaffs [Revision]**  
Delete the last sentence of the first paragraph. There are a number of runestaffs with spells lower than 3rd level.

## **Auras**

A number of the magic items presented in the *Magic Item Compendium* do not follow the rule presented for determining the aura of the magic item. The following is a list of items and the corrected auras.

### **Page 7 – Balance [Substitution]**

**Aura:** Divination

### **Page 7 – Balance, Improved [Substitution]**

**Aura:** Divination

### **Page 7 – Balance, Greater [Substitution]**

**Aura:** Divination

### **Page 14 – Soulbound [Substitution]**

**Aura:** Transmutation

### **Page 14 – Soulbound, Greater [Substitution]**

**Aura:** Transmutation

### **Page 26 – Crystal of Screening [Substitution]**

**Aura:** Conjunction

### **Page 26 – Iron Warf Diamond [Substitution]**

**Aura:** Abjuration

### **Page 33 – Dragonhunter [Substitution]**

**Aura:** Transmutation

### **Page 34 – Eager [Substitution]**

**Aura:** Transmutation

### **Page 34 – Energy Aura [Substitution]**

**Aura:** Conjunction/evocation/transmutation

### **Page 35 – Ghost Strike [Substitution]**

**Aura:** Necromancy

### **Page 36 – Hunting [Substitution]**

**Aura:** Transmutation

### **Page 37 – Impact [Substitution]**

**Aura:** Transmutation

### **Page 37 – Impaling [Substitution]**

**Aura:** Divination

### **Page 38 – Knockback [Substitution]**

**Aura:** Abjuration

### **Page 38 – Mage Bane [Substitution]**

**Aura:** Abjuration

### **Page 38 – Manifester [Substitution]**

**Aura:** Evocation

### **Page 41 – Psibane [Substitution]**

**Aura:** Abjuration

### **Page 43 – Soulbound [Substitution]**

**Aura:** Transmutation

### **Page 43 – Soulbound, Greater [Substitution]**

**Aura:** Transmutation

### **Page 48 – Bow of Songs [Substitution]**

**Aura:** Transmutation

### **Page 49 – Chromatic Rod [Substitution]**

**Aura:** Divination/illusion

### **Page 49 – Cudgel that Never Forgets [Substitution]**

**Aura:** Divination

### **Page 56 – Rod of Defiance [Substitution]**

**Aura:** Evocation

### **Page 63 – Water Whip [Substitution]**

**Aura:** Conjunction

### **Page 64 – Crystal of Energy Assault [Substitution]**

**Aura:** Conjunction or evocation (depending on the type of crystal)

### **Page 68 – Amulet of Aquatic Salvation [Substitution]**

**Aura:** Transmutation

### **Page 68 – Amulet of Catapsi [Substitution]**

**Aura:** Abjuration

### **Page 69 – Amulet of Incarnum Shielding [Substitution]**

**Aura:** None

### **Page 69 – Amulet of Retributive Healing [Substitution]**

**Aura:** Conjunction

### **Page 71 – Angelhelm [Substitution]**

**Aura:** Abjuration

### **Page 79 – Boots of Temporal Acceleration [Substitution]**

**Aura:** Transmutation

### **Page 84 – Cape of the Viper [Substitution]**

**Aura:** None

### **Page 85 – Charm of Countersong [Substitution]**

**Aura:** None

### **Page 86 – Chronocharm of the Uncaring Archmage [Substitution]**

**Aura:** None

### **Page 86 – Circlet of Rapid Casting [Substitution]**

**Aura:** None

### **Page 86 – Circlet of Solace [Substitution]**

**Aura:** Conjunction

### **Page 86 – Circlet of Wild Surging [Substitution]**

**Aura:** None

### **Page 89 – Cloak of Turn Resistance [Substitution]**

**Aura:** None

### **Page 90 – Contact Medallion [Substitution]**

**Aura:** Divination

**Page 90 – Crystal Mask of Detection [Substitution]**  
Aura: Transmutation

**Page 90 – Crystal Mask of Discernment [Substitution]**  
Aura: Transmutation

**Page 91 – Crystal Mask of Dread [Substitution]**  
Aura: Transmutation

**Page 91 – Crystal Mask of Insight [Substitution]**  
Aura: Transmutation

**Page 91 – Crystal Mask of Knowledge [Substitution]**  
Aura: Transmutation

**Page 91 – Crystal Mask of Languages [Substitution]**  
Aura: Transmutation

**Page 92 – Crystal Mask of Mindarmor [Substitution]**  
Aura: Abjuration

**Page 92 – Crystal mask of Psionic Craft [Substitution]**  
Aura: Transmutation

**Page 95 – Dragon Spirit Amulet [Substitution]**  
Aura: None

**Page 95 – Dragon Spirit Cincture [Substitution]**  
Aura: None

**Page 96 – Eagle Claw Talisman [Substitution]**  
Aura: Evocation

**Page 97 – Essentia Helm [Substitution]**  
Aura: None

**Page 98 – Eyes of the Power Leech [Substitution]**  
Aura: Necromancy

**Page 98 –Eyes of the Power Leech, Vampiric [Substitution]**  
Aura: None

**Page 102 – Gauntlets of Eldritch Energy [Substitution]**  
Aura: None

**Page 103 – Gauntlets of Mindfire [Substitution]**  
Aura: Necromancy

**Page 105 – Gloves of Eldritch Admixture [Substitution]**  
Aura: Evocation or conjuration

**Page 108 – Goggles of Lifesight [Substitution]**  
Aura: Necromancy

**Page 110 – Heartseeking Amulet [Substitution]**  
Aura: Divination

**Page 112 – Incarnum Focus [Substitution]**

Aura: None

**Page 115 – Mantle of Second Chances [Substitution]**  
Aura: None

**Page 116 – Mask of Silent Trickery [Substitution]**  
Aura: Illusion

**Page 117 – Mindblade Gauntlet, Mindblade Gauntlet, Greater, and Mindblade Gantlet, Lesser [Substitution]**  
Aura: None

**Page 117 –Mindblade Gauntlet, Greater [Substitution]**  
Aura: None

**Page 117 –Mindblade Gantlet, Lesser [Substitution]**  
Aura: None

**Page 119 – Platinum Helm [Substitution]**  
Aura: Divination

**Page 119 – Psionatrix [Substitution]**  
Aura: None

**Page 120 – Reliquary Holy Symbol [Substitution]**  
Aura: None

**Page 121 – Repelling Gauntlets [Substitution]**  
Aura: Evocation

**Page 123 – Ring of Forcewall [Substitution]**  
Aura: Evocation

**Page 126 – Ring of Self-Sufficiency [Substitution]**  
Aura: Transmutation

**Page 129 – Robe of Arcane Might [Substitution]**  
Aura: Conjuration

**Page 133 – Scry Shroud [Substitution]**  
Aura: Abjuration

**Page 133 – Sepulchral Vest [Substitution]**  
Aura: Necromancy

**Page 133 – Shiftweave [Substitution]**  
Aura: Illusion

**Page 134 – Shirt of Chains [Substitution]**  
Aura: Abjuration

**Page 134 – Shirt of the Fey [Substitution]**  
Aura: Abjuration

**Page 135 – Shirt of the Ironskin [Substitution]**  
Aura: Abjuration

**Page 135 – Shirt of the Moon [Substitution]**  
Aura: Abjuration

**Page 135 Shirt of Resilience [Substitution]**  
Aura: Abjuration

**Page 136 – Shirt of the Treant [Substitution]**  
Aura: Abjuration

**Page 136 – SilkSlick Belt [Substitution]**  
Aura: Conjuraton

**Page 136 – Soulsmite Gauntlets [Substitution]**  
Aura: None

**Page 137 – Spare Hands [Substitution]**  
Aura: None

**Page 140 – Third Eye Aware [Substitution]**  
Aura: Transmutation

**Page 141 – Third Eye Conceal [Substitution]**  
Aura: Abjuration

**Page 141 – Third Eye Gather [Substitution]**  
Aura: Transmutation

**Page 143 – Third Eye Surge [Substitution]**  
Aura: Divination

**Page 151 – Bag of Flames [Substitution]**  
Aura: Abjuration

**Page 153 – Camouflage Paint [Substitution]**  
Aura: Illusion

**Page 154 – Cognizance Crystal [Substitution]**  
Aura: None

**Page 156 – Domain Draught [Substitution]**  
Aura: None

**Page 157 – Dragon's Draught [Substitution]**  
Aura: Transmutation

**Page 157 – Dragondoom Scepter [Substitution]**  
Aura: None

**Page 161 – Glyph Seed and Glyph Seed,  
Greater [Substitution]**  
Aura: Abjuration

**Page 161 –Glyph Seed, Greater [Substitution]**  
Aura: Abjuration

**Page 163 – Magic Beadroll [Substitution]**  
Aura: Conjuraton, abjuration

**Page 164 – Map of Unseen Lands  
[Substitution]**  
Aura: Divination

**Page 164 – Memento Magica [Substitution]**  
Aura: None

**Page 165 – Metamagic Rod (Reach)  
[Substitution]**  
Aura: None

**Page 183 – Scepter of the Netherworld  
[Substitution]**  
Aura: None

**Page 183 – Scroll of Uncertain Provenance  
[Substitution]**

Aura: Conjuraton

**Page 209 – Crown of Flames [Substitution]**  
Aura: Evocation

**Page 214 – Badge of Glory [Substitution]**  
Aura: Evocation

**Page 215 – Ephod of Authority [Substitution]**  
Aura: None

## **Spell Compendium**

**General Note:** With all spells, the complete spell description always "trumps" the short descriptions given in spell lists.

### **Page 11 – Anarchic Storm**

#### **[Omission]**

This spell's range is missing. It should read: **Range:** 20 ft.

### **Page 22 – Axiomatic Storm**

#### **[Omission]**

This spell's range is missing. It should read: **Range:** 20 ft.

### **Page 22 – Axiomatic Water**

#### **[Substitution]**

The second sentence of the first paragraph has an error. It should read: "Axiomatic water damages chaotic outsiders the way hold water damages undead and evil outsiders.

### **Page 52 – Contagious Fog**

#### **[Omission]**

This spell is missing its casting time entry: It should read: **Casting Time:** 1 standard action

### **Page 75 – Earth Lock**

#### **[Substitution]**

The third sentence of the second paragraph contains an error. It should read: A Huge or larger object or creature that blocks the constricted point prevents the spell from working until moved.

### **Page 75 – Earth Lock**

#### **[Substitution]**

The third sentence of the second paragraph contains an error. It should read: A Huge or larger object or creature that blocks the constricted point prevents the spell from working until moved.

### **Page 83 – Entangling Staff**

#### **[Substitution]**

The saving throw entry for the spell is wrong. It should read: **Saving Throw:** Fortitude negates (harmless, object)

### **Page 121 – Incorporeal Nova**

#### **[Substitution]**

Replace the area entry with the following target entry: **Target:** incorporeal and gaseous creatures within a 50-ft.-radius burst.

### **Page 144 – Moonbow**

#### **[Substitution]**

The Effect entry of the spell is in error. It should read: **Effect:** 3 motes of electricity

### **Page 144 – Moonbow**

#### **[Substitution]**

The Duration entry of the spell is in error. It should read:

**Duration:** Instantaneous or up to 3 rounds; see text.

### **Page 146 – Nerveskitter**

#### **[Omission]**

The spell is missing some explanatory text the spell description. Insert this sentence after the first.

Unlike other immediate actions, you can cast this spell while flat-footed.

### **Page 167 – Ray of Flame**

#### **[Substitution]**

The descriptor for the spell is incorrect. It should read: Evocation [Fire]

### **Page 170 – Recitation**

#### **[Substitution]**

The Area entry of this spell is in error. It should read: **Area:** All allies within a 60-ft.-radius burst centered on you.

### **Page 180 – Sarcophagus of Stone**

#### **[Omission]**

The *sarcophagus of stone* spell is missing crucial casting information. Here is the replacement text:

#### **Sarcophagus of Stone**

Conjuration (Creation) [Earth]

**Level:** Cleric 6

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** 1 Medium or smaller creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates

**Spell Resistance:** No

### **Page 186 – Shadow Spray [Substitution]**

The Duration of this spell is in error. It should read: **Duration:** Instantaneous

### **Page 181 – Scramble Portal**

#### **[Revision]**

Delete the last sentence of the spell description.

### **Page 202 – Spiritjaws [Omission]**

Add this paragraph after paragraph 5.



Each round after the first, you can use a move action to redirect the *spiritjaws* to a new target. If you do not, the *spiritjaws* continue to attack the previous round's target. On any round that the *spiritjaws* switches targets, it gets one attack. Subsequent rounds of attacking that target allow the *spiritjaws* to make multiple attacks if your base attack bonus would allow it to.

**Page 206 – Steeldance [Revision]**

Remove the word swords in the target line of the spell.

**Page 243 – Wrack [Substitution]**

The first sentence of the spell description is in error. It should state: This spell causes your target to experience excruciating pain.

## ***Player's Handbook II***

### **Page 7, – Spells**

#### **[Omission]**

The beguiler "Spells" class feature should have a sentence that reads the following at the end of the last paragraph: "A beguiler's caster level is equivalent to his class level."

### **Page 9 – Combat**

#### **[Revision]**

*Grease* should not appear as a spell available to beguilers in the "Combat" section.

### **Page 12 – Class Skills**

#### **[Omission]**

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

### **Page 19 – Class Features: Weapon and Armor Proficiency**

#### **[Omission]**

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

### **Page 19 – 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 – 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 – 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*. A similar change is necessary on the favored soul's feat progression 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 –Half-Orc Monk Starting Package**

#### **[Substitution]**

Should have a feats section that reads, "Improved Grapple, Improved Unarmed Strike, Power Attack."

### **Page 59 – Scout Starting Packages**

#### **[Revision]**

Open Lock and Disable Device should not be listed under the *Skills* entry for the starting packages.

### **Page 61 – Sorcerer Starting Packages**

#### **[Revision]**

Should only have two 1st-level spells known instead of three and four 1st-level spells known instead of five. Remove *ray of enfeeblement* and *read magic* from package 1, *obscuring mist* and *disrupt undead* from package 2, and *grease* and *acid splash* from package 3.

### **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 75 – Arcane Thesis**

#### **[Substitution]**

Should read, "When you apply any metamagic feats..." 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). However, it should be noted that a spell cannot be reduced to below its original level.

**Page 78 – Elven Spell Lore**

**[Revision]**

Should specify that when preparing spells, you can alter the type of damage a spell deals to a single "energy type" of your choice.

**Page 79 – Fiery Ki Defense and Ki Blast**

**[Substitution]**

Should indicate that a monk can elect to take it in place of his 6th level bonus feat.

**Page 81 – Melee Weapon Mastery**

**[Substitution]**

Should read, "Gain +2 on attacks and damage with weapons that deal certain damage types." Also, it should be noted that for a weapon like a morningstar, which does bludgeoning and piercing damage, the benefits of Melee Weapon Mastery (bludgeoning) and Melee Weapon Master (piercing) do not stack.

Should specify that the attack bonus and damage bonus from the feat stack with those from Weapon Focus and Weapon Specialization.

**Page 82 – Ranged Weapon Mastery**

**[Omission]**

Should specify that the attack bonus and damage bonus from the feat stack with those from Weapon Focus and Weapon Specialization.

**Page 83 – Telling Blow**

**[Omission]**

Should be noted that skirmish or sneak attack damage is added only once, even if you meet more than one prerequisite for adding it, such as if you scored a critical while the enemy was flat-footed and a rogue's sneak attack damage would apply anyway.

**Page 89 – Profane Aura**

**[Omission]**

Should specify that the effect lasts for 10 minutes.

**Page 92 – Imbued Summoning**

**[Substitution]**

Should read, "creature or creatures" where now only "creature" appears.

**Page 93 – Spiked Slam, Blood-Spiked Charger [Substitution]**

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

**Page 109 – Deflect, Lesser**

**[Omission]**

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

**Page 109 – Curse of Arrow**

**Attraction**

**[Revision]**

Remove "M" listed for components.

**Page 112 – Energy Surge, Lesser**

**[Substitution]**

Last sentence 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." The change applies to Energy Surge and Energy Surge, Greater as well.

**Page 116-117 – 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 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 117-118 – Luminous**

**Assassin**

**[Revision]**

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

**Page 119 – Mark of Doom & Mark**

**of Judgment [Omission]**

Should specify that 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**

**[Omission]**

Should read, "This spell awakens creatures from magical and nonmagical sleep. It has no effect on creatures that are 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 Thaur**

**[Omission] (table)**

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**

**[Omission] (table)**

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**

**[Omission] (table)**

Affiliation score modifier for having 5 ranks in Diplomacy and 10 ranks in Diplomacy do not stack.

**Page 176 – Merata Kon**

**[Omission] (table)**

Affiliation score modifier for having 5 ranks in Survival and 10 ranks in Survival do not stack.

**Page 176 – The One and the Five**

**[Omission] (table)**

Affiliation score modifier for being able to cast 3rd level arcane spells and 5th level arcane spells do not stack.

**Page 182 – Wintervein Dwarves'**

**[Substitution] (table)**

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**

**[Deletion]**

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**

**[Substitution] (table)**

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**

**[Substitution] (table)**

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**

**[Substitution] (table)**

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