

# Complete Arcane Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a table or a monster's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

## Page 7: *Eldritch Blast*

Second paragraph of the *Eldritch Blast* ability description:

Change "An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when the warlock reaches 18th level or higher" to "*An **eldritch blast** is the equivalent of a 1st-level spell. If you apply a blast shape or eldritch essence invocation to your **eldritch blast** (see page 130), your **eldritch blast** uses the level equivalent of the shape or essence.*"

Any other references to *eldritch blast* being something other than the equivalent of a 1st-level spell should be disregarded.

Any other references claiming that *eldritch blast* is not an invocation should be disregarded.

A warlock can use *eldritch blast* at will.

## Page 8: *Invocations and Eldritch Blast*

Change this section as follows:

**Invocations and Eldritch Blast:** *Eldritch blast* is an invocation. Other invocations provide a warlock with the ability to modify his *eldritch blast* or add new *eldritch* attacks.

## Page 73: *Arcane Mastery*

You can use this feat even while under stress.

## Page 101, 123: *Spirit Creatures*

For the purposes of the *commune with greater spirit*, *commune with lesser spirit*, *greater spirit binding*, *lesser spirit binding*, *spirit binding*, *spirit needle*, and *spirit self* spells, a "spirit" or "spirit creature" includes any of the following creatures: all incorporeal undead, all fey, all elementals, creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane), all creatures of the spirit subtype (see *Oriental Adventures*), spirit folk and telthors (see *Unapproachable East*), and spirit creatures created by spells such as *dream sight* or *wood wose* (see *Complete Divine*).

## Page 121: *Ring of Blades*

The second sentence of the spell's description should be changed as follows: Each round **at the end of** your turn, starting **the round in which** you cast the spell, the blades

deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

## Page 189: *Epic Warlock*

The epic warlock's *eldritch blast* damage should be **10d6** at 22nd level, **11d6** at 24th level, and so on.