Correction 11A
Wisdom should be changed to read as follows, “Furthermore, clerics with exceptional wisdom (13 or greater) also gain bonus spells over and above the number they are normally able to use.”

Addition 11B
Wisdom Table II should be changed to read “Adjustments for Clerics and Druids.”

Correction 11C
Dexterity Table I: Strike from ability score 14 “Maximum dexterity for a half-orc character.” Ability score 17 should read, “Maximum dexterity for a dwarf or half-orc character.”

Correction 15A
Character Race Table III: The dexterity scores for half-arcs should read “3/3; 17/17.”

Correction 25A
The Magic-user, fifth paragraph, first sentence should be changed to read, “When a magic-user attains 7th level (Enchanter) or higher, he or she may scribe magic scrolls and concoct potions, and upon achieving 12th level (Wizard) or higher may attempt to enchant items.”

Correction 27A
The Thief, additional abilities #2 should read, “At 4th level (Robber) thieves are able to read 20% of languages, and this ability increases by 5% with each additional level of experience until an 80% probability is attained.”

Correction 30A
The Monk, paragraph 5 should be changed to read, “With respect to combat, monks attack on the same table as clerics.”

Correction 38A
Weapon Types Table: The entries for military pick should read, “Pick, Military, Footman’s; Pick, Military, Horseman’s.”

Correction 38B
Hurled Weapons and Missiles: The last sentence should be changed to say, “Adjust by—2 at all medium ranges, -5 at all long ranges.”

Correction 48A
The level of Detect Lie should say, “Level: 4.”
Correction 49A
Cure Critical Wounds: The following sentence should say, “Its reverse, cause critical wounds, operates in the same fashion as other cause wounds spells, requiring a successful touch to inflict the 6-27 hit points.

Correction 58A
Water Breathing: The components should say “Components: V, S.”

Correction 73A
Explosive Runes: Saving throw should be altered to say, “Saving Throw: None or ½.”

Addition 87A
Delayed Blast Fire Ball: Add to the components so it reads, “Components: V, S, M.”

Correction 120A
The Outer Planes: Number 21 should read, “The furnaces of Gehenna of evil lawful neutrals.”

NEW COPY —
CHARACTER RACE TABLE III: ABILITY SCORE MINIMUMS AND MAXIMUMS
The limitations given for races on the Ability Score Table are intended to apply to the entire race, not just player characters. Therefore, several inconsistencies between the maximum scores and the player character racial adjustments are not mistakes. For example, although player character elves have a -1 on their constitution, the racial maximum for constitution of elves is 18. This is because, as explained in the Dungeon Master’s Guide, exceptional non-player elves may have a constitution of 18. Likewise, although it is impossible for a player character halfling to roll the maximum 19 constitution, a non-player halfling could,