

PLAYER'S HANDBOOK (5.5E)

This document corrects and clarifies some text in the *Player's Handbook* (5.5e). The changes appear in recent printings of the book. When updates are added to this document, its version number increases, and the word "New" appears before the latest changes.

CHAPTER 1: "PLAYING THE GAME"

[New] Stabilizing a Character (p. 29). In the first sentence, "a creature with 0 HP" is now "a creature with 0 HP within 5 feet".

CHAPTER 4: "CHARACTER ORIGINS"

Goliath Traits (p. 192). In the Powerful Build trait, "You have Advantage on any saving throw" is now "You have Advantage on any ability check".

CHAPTER 5: "FEATS"

Grapppler (p. 204). In the Fast Wrestler benefit, "Your Speed isn't halved when you move" is now "You don't have to spend extra movement to move".

Poisoner (p. 206). In the Brew Poison benefit's fourth sentence, "until you hit with the poisoned item" is now "until you deal damage with the poisoned item".

Telekinetic (p. 208). In the Minor Telekinesis benefit's second sentence, "its range increases by 30 feet" is now "its range and the distance it can be away from you both increase by 30 feet".

CHAPTER 6: "EQUIPMENT"

Armor Table (p. 219). In the subheading for the Shield category, "Shield" is now "Shield (Utilize Action to Don or DoFF)".

CHAPTER 7: "SPELLS"

Animal Shapes (p. 240). The spell's last paragraph has been replaced with the following:

The target gains a number of Temporary Hit Points equal to the Hit Points of the first form into which it shape-shifts. These Temporary Hit Points vanish if any remain when the spell ends. The transformation lasts for the duration or until the target ends it as a Bonus Action.

Conjure Elemental (p. 254). In the "Using a Higher-Level Spell Slot" subsection, "2d8" is now "1d8."

Conjure Fey (p. 255). In the "Using a Higher-Level Spell Slot" subsection, "2d12" is now "1d12."

Conjure Minor Elementals (p. 254). In the "Using a Higher-Level Spell Slot" subsection, "2d8" is now "1d8."

Conjure Woodland Beings (p. 255). In the "Using a Higher-Level Spell Slot" subsection, "level above 5" is now "level above 4".

[New] Flaming Sphere (p. 275). The spell's school of magic is now Evocation.

Giant Insect (p. 279). In the HP entry, "10 for each spell level" is now "10 for each spell level above 4".

Polymorph (p. 306). In the second paragraph of the spell's description, the following sentence has been added after the first: "These Temporary Hit Points vanish if any remain when the spell ends."

Shapechange (p. 315). The second paragraph of the spell's description has been replaced with the following:

When you cast the spell, you gain a number of Temporary Hit Points equal to the Hit Points of the first form into which you shape-shift. These Temporary Hit Points vanish if any remain when the spell ends.

True Polymorph (p. 335). In the second paragraph of the "Creature into Creature" subsection, the second sentence has been replaced with "These Temporary Hit Points vanish if any remain when the spell ends."

APPENDIX B: "CREATURE STAT BLOCKS"

All Stat Blocks (pp. 346–359). All stat blocks in appendix B have been replaced with the *Monster Manual* (2025) versions.

[New] Pseudodragon (p. 354). The final sentence of the Sting action is now "While Poisoned, the target also has the Unconscious condition, which ends early if the target takes damage or a creature within 5 feet of it takes an action to wake it."

APPENDIX C: "RULES GLOSSARY"

Grapppling (p. 367). In the "Grapppling" entry, the heading "Escaping a Grapple" is now "Ending a Grapple". Also, the following sentence has been added to the end of that subsection: "In addition, the grappler can release the target at any time (no action required)."

Hide [Action] (p. 368). In the second paragraph, "you have the Invisible condition" is now "you have the Invisible condition while hidden". In the third paragraph, "The condition ends on you" is now "You stop being hidden".