

Monster Manual 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. A monster's statistics block supersedes the descriptive text.

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. *Note: The most recent updates are shaded like this.*

General Changes

These changes are global and apply to an assortment of creatures.

Damage Reduction

Damage Reduction is either extraordinary (Ex) or supernatural (Su). Use the following guidelines if it is not specified.

- DR X/slashing, piercing, or bludgeoning should be (Ex)
- DR X/adamantine should be (Ex)
- DR X/-- should be (Ex)
- DR X/silver or cold iron should be (Su)
- DR X/magic should be (Su)
- DR X/chaotic, lawful, holy, or unholy should be (Su)

Improved Natural Attack Feat

You can take this feat multiple times, but each time it applies to a different natural attack.

Rend

Sometimes two values are listed for rend: one on the special attacks line and one in the paragraph describing rend. The correct value is listed on the special attacks line.

Weapon Finesse Feat

Some creatures that have this feat lack the +1 base attack bonus prerequisite. Since bonus feats do not require the creature to fulfill any feat prerequisites (see page 301 in the *Monster Manual*), make the Weapon Finesse feat a bonus feat and add an additional feat (see the table below).

Alternate Form (Page 305)

Make the following changes.

Delete the second sentence of the entry.

Add the following text to the body of the ability description:

Weapon Finesse Bonus Feat Changes

Creature	Feat	Change
Pseudodragon	Alertness	+2 on Listen and Spot checks
Sprite, Grig	Stealthy	+2 on Hide and Move Silently checks
Sprite, Nixie	Alertness	+2 on Listen and Spot checks
Sprite, Pixie	Alertness	+2 on Listen and Spot checks
Swarm, Rat	Stealthy	+2 on Hide and Move Silently checks
Vargouille	Stealthy	+2 on Hide and Move Silently checks
Animals		
Badger	Agile	+2 on Balance and Escape Artist checks
Cat	Stealthy	+2 on Hide and Move Silently checks
Eagle	Alertness	+2 on Listen and Spot checks
Hawk	Alertness	+2 on Listen and Spot checks
Lizard	Stealthy	+2 on Hide and Move Silently checks
Monkey	Agile	+2 on Balance and Escape Artist checks
Owl	Alertness	+2 on Listen and Spot checks
Rat	Stealthy	+2 on Hide and Move Silently checks
Raven	Alertness	+2 on Listen and Spot checks
Snake	Improved Initiative	+4 on Initiative checks
Weasel	Agile	+2 on Balance and Escape Artist checks

A *true seeing* spell or ability reveals the creature's natural form. A creature using alternate form reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use alternate form to take the form of a creature with a template.

Add the following text to Line 1 of the changes:

If the new form has the aquatic subtype, the creature gains that subtype as well.

Replace Line 2 of the changes with the following text:

—The creature loses the natural weapons, natural armor, and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Add the following text to the end of Line 6 of the changes:

Apply any changed physical ability score modifiers in all appropriate areas with one exception: the creature retains the hit points of its original form despite any change to its Constitution.

Replace Line 7 of the changes with the following text:

— Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

Add the following text to the end of the entry.

—Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size. (Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

Change Shape (Page 306–307)

Make the following changes.

Delete the second sentence of the entry.

Add the following text to the body of the ability description:

A *true seeing* spell or ability reveals the creature's natural form. A creature using change shape reverts to its natural form when killed, but separated body parts retain their shape. A creature cannot use change shape to take the form of a creature with a template.

Replace Line 2 of the changes with the following text:

—The creature loses the natural weapons and movement modes of its original form, as well as any extraordinary special attacks of its original form not derived from class levels (such as the barbarian's rage class feature).

Replace Line 6 of the changes with the following text:

— Except as described elsewhere, the creature retains all other game statistics of its original form, including (but not necessarily limited to) HD, hit points, skill ranks, feats, base attack bonus, and base save bonuses.

Add the following text to the end of the entry.

—Any gear worn or carried by the creature that can't be worn or carried in its new form instead falls to the ground in its space. If the creature changes size, any gear it wears or carries that can be worn or carried in its new form changes size to match the new size.

(Nonhumanoid-shaped creatures can't wear armor designed for humanoid-shaped creatures, and vice-versa.) Gear returns to normal size if dropped.

Creatures

The following text amends the existing entries.

Angel, Astral Deva

Monster Manual, page 11

Remove “*polymorph* (self only)” from spell-like abilities.

Add the following entry:

Change Shape (Su): An astral deva can assume the form of any Small or Medium humanoid.

Angel, Astral Deva

Monster Manual, page 11

Remove “*polymorph* (self only)” from spell-like abilities.

Change Shape (Su): A planetar can assume the form of any Small or Medium humanoid.

Angel, Solar

Monster Manual, page 12

Remove “*polymorph* (self only)” from spell-like abilities.

Add the following entry:

Change Shape (Su): A solar can assume the form of any Small or Medium humanoid.”

Problem: *Power word stun* was listed in spell-like abilities as both at will and 1/day.

Solution: It can use *power word stun* 1/day.

Beholder and Gauth

Monster Manual, page 26

The eye ray attack is a free action. Increase its bite attacks by +5.

Couatl

Monster Manual, page 37

Remove “*polymorph* (self only)” from psionic abilities.

Add the following entry:

Change Shape (Su): A couatl can assume the form of any Small or Medium humanoid.

Demon, Marilith

Monster Manual, page 45

Remove “*polymorph* (self only)” from spell-like abilities.

Demon, Quasit

Monster Manual, page 46

Replace the text for Alternate Form with the following text:

Alternate Form (Su): A quasit can assume another form at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Demon, Succubus

Monster Manual, page 48

Remove “*polymorph* (self only)” from spell-like abilities.

Add the following entry:

Change Shape (Su): A succubus can assume the form of any Small or Medium humanoid.

Devil, Imp

Monster Manual, page 56

Replace the text for Alternate Form with the following text:

Alternate Form (Su): An imp can assume another form at will as a standard action. Each imp can assume one or two forms from the following list: Small or Medium monstrous spider, raven, rat, and boar.

Dinosaur, Deinonychus

Monster Manual, page 60

Medium Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+7

Attack: Talons +7 melee (1d8+4)

Full Attack: Talons +7 melee (1d8+4) and 2 foreclaws +2 melee (1d3+2) and bite +2 melee (2d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +12, Jump +26, Listen +10, Spot +10, Survival +10

Feats: Run, Track

Environment: Warm forests

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5–8 HD (Medium)

Level Adjustment: —

Dinosaur, Megaraptor

Monster Manual, page 60

Large Animal

Hit Dice: 8d8+43 (79 hp)

Initiative: +2

Speed: 60 ft. (12 squares)

Armor Class: 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15

Monster Manual v.3.5 Errata

Base Attack/Grapple: +6/+15

Attack: Talons +10 melee (2d6+5)

Full Attack: Talons +10 melee (2d6+5) and 2 foreclaws +5 melee (1d4+2) and bite +5 melee (1d8+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +10, Ref +8, Will +4

Abilities: Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10

Skills: Hide +9, Jump +27, Listen +12, Spot +12, Survival +12

Feats: Run, Toughness, Track

Environment: Warm forests

Organization: Solitary, pair, or pack (3–6)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: —

Dragon, Red

Monster Manual, page 77

The sample very old red dragon’s typical sorcerer spells known lists *emotion*. Replace it with the *confusion* spell.

Dragon, Bronze

Monster Manual, page 82

Delete the second sentence of Alternate Form.

Juvenile Bronze Dragon

Monster Manual, page 82

Delete the second sentence of Alternate Form.

Dragon, Gold

Monster Manual, page 85

Delete the second sentence of Alternate Form.

Adult Gold Dragon

Monster Manual, page 86

Delete the second sentence of Alternate Form.

Dragon, Silver

Monster Manual, page 87

Delete the second sentence of Alternate Form.

Young Adult Silver Dragon

Monster Manual, page 88

Delete the second sentence of Alternate Form.

Genie, Efreeti

Monster Manual, page 116

Remove “*polymorph* (self only)” from spell-like abilities.

Add the following entry:

Change Shape (Su): An efreeti can assume the form of any Small, Medium, or Large humanoid or giant.

Gibbering Moulder

Monster Manual, page 126

The engulf ability needs additional clarification. Replace it with the following information.

Improved Grab (Ex): To use this ability, a gibbering moulder must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Swallow Whole (Ex): The gibbering moulder can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering moulder doesn't actually "swallow" the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (same AC). The gibbering moulder's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.

Blood Drain (Ex): A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

Golem, Iron

Monster Manual, page 137

Remove *polymorph any object* from list of spells required for construction.

Golem, Stone

Monster Manual, page 137

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*.

Guardinal, Leonal

Monster Manual, page 142

Remove "*polymorph*" from spell-like abilities.

Hag Covey

Monster Manual, page 144

Remove "*polymorph*" from spell-like abilities.

Lammasu

Monster Manual, page 165

Delete the paragraph describing a breath weapon.

Lycanthrope

Monster Manual, page 176 and 178

Replace the first sentence of the Alternate Form entry with the following text:

A lycanthrope can assume the form of a specific animal (as indicated in its entry).

Changing Form: Eliminate sentences 3, 4, and 5 (from "Changing to animal or hybrid form..." to "...on a DC 15 Fortitude save.")

Mephit, Magma

Monster Manual, page 183

Remove first paragraph of Spell-Like Abilities entry.

Add the following entry:

Change Shape (Su): Once per hour, a magma mephit can assume the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Mind Flayer

Monster Manual, page 186–188

Add telepathy as a special quality.

Telepathy (Su): A mind flayer can communicate telepathically with any other creature within 100 ft. that has a language.

Night Hag

Monster Manual, page 194

Remove "*polymorph (self only)*" from spell-like abilities.

Add the following entry:

Change Shape (Su): A night hag can assume the form of any Small or Medium humanoid.

Ogre, Ogre Mage

Monster Manual, page 200

Remove *polymorph* from spell-like abilities.

Change Shape (Su): An ogre mage can assume the form of any Small, Medium, or Large humanoid or giant.

Gelatinous Cube

Monster Manual, page 201

Large Ooze

Hit Dice: 4d10+32 (54 hp)

Initiative: –5

Speed: 15 ft. (3 squares)

Armor Class: 4 (–1 size, –5 Dex), touch 4, flat-footed 4

Base Attack/Grapple: +3/+7

Attack: Slam +2 melee (1d6 plus 1d6 acid)

Full Attack: Slam +2 melee (1d6 plus 1d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, engulf, paralysis

Special Qualities: Blindsight 60 ft., immunity to electricity, ooze traits, transparent

Saves: Fort +9, Ref –4, Will –4

Abilities: Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1

Skills: —

Feats: —

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: 1/10th coins, 50% goods (no nonmetal or nonstone), 50% items (no nonmetal or nonstone)

Alignment: Always neutral

Advancement: 5–12 HD (Large); 13–24 HD (Huge)

Level Adjustment: —

A typical gelatinous cube is 10 feet on a side and weighs about 15,000 pounds, though much larger specimens are not unknown.

Phasm

Monster Manual, page 208

Delete the second sentence of the Alternate Form special quality.

Sprite, Pixie

Monster Manual, page 236

Remove “*polymorph* (self only)” from spell-like abilities.

Swarms

Monster Manual, pages 237–240

The bat swarm and spider swarm are immune to weapon damage.

Hellwasp swarm has good maneuverability for its fly speed.

Titan

Monster Manual, page 243

Remove “*polymorph* (humanoid forms only, duration 1 hour)” from spell-like abilities.

Add the following entry:

Change Shape (Su): A titan can assume the form of any Small or Medium humanoid. The titan retains its oversized weapon special attack regardless of form.

Vampire

Monster Manual, page 252

Delete the second sentence of the Alternate Form special quality.

Yuan-Ti

Monster Manual, page 263

Delete the second sentence of the Alternate Form special quality.

Zombie

Monster Manual, page 266

All zombies have damage reduction 5/slashing. The template should have the following text under Special Qualities.

Damage Reduction 5/Slashing: Zombies are lumbering masses of flesh.

Monstrous Deities

Some creature entries, such as aquatic elves and kobolds, make reference to deities not found in the *Player’s Handbook*.

Monster Manual v.3.5 Errata

Favored Weapon

Annam (giants): unarmed attack

Blibdoolpoolp (kuo-toa): pincer staff

Calladuran Smoothhands (svirfneblin): battleaxe

Deep Sashelas (aquatic elves): trident

Diirinka (derro): dagger

Eadro (locathahs, merfolk): shortspear

Grolantor (hill giants, ettins, ogres): club

Hiatea (giants, especially females): shortspear

Hruggek (bugbears): morningstar

Iallanis (good giants): unarmed attack

Iuz: greatsword

Kaelthiere (evil fire creatures): spear

Kurtulmak (kobolds): spear

Laduguer (duergar): warhammer

Laogzed (trogglodytes): javelin

Lolth (driders, drow): whip

Maglubiyet (goblins, hobgoblins): battleaxe

Memnor (evil cloud giants): morningstar

Merrshaulk (yuan-ti): longsword

Panzuriel (evil sea creatures): quarterstaff

Sekolah (sahuagin): trident

Semuanya (lizardfolk): greatclub

Sixin (xill): short sword

Skerrit (centaurs): shortspear

Skoraeus Stonebones (stone giants): warhammer

Stronmaus (storm and cloud giants): warhammer

Surtr (fire giants): greatsword

Thrym (frost giants): greataxe

Vaprak (ogres): greatclub

Table A-1: Monstrous Deities

Deity	Alignment	Domains	Typical Worshipers
Blibdoolpoolp	Chaotic evil	Destruction, Evil, Water	Kuo-toa
Callarduran Smoothhands	Neutral	Earth, Good, Healing, Protection	Svirfneblin
Deep Sashelas	Chaotic good	Chaos, Good, Protection, Water	Aquatic elves
Diirinka	Chaotic evil	Chaos, Evil, Magic, Trickery	Derro
Eadro	Neutral	Animal, Protection, Water	Locathahs, merfolk
Great Mother	Chaotic evil	Chaos, Death, Evil, Strength	Beholders
Gruumsh	Chaotic evil	Chaos, Evil, Strength, War	Orcs
Hruggek	Chaotic evil	Chaos, Evil, Trickery, War	Bugbears
Kaelthiere	Neutral evil	Destruction, Evil, Fire, War (spear)	Evil fire creatures
Kurtulmak	Lawful evil	Evil, Law, Luck, Trickery	Kobolds
Laduguer	Lawful evil	Earth, Evil, Law, War	Duergar
Laogzed	Chaotic evil	Chaos, Death, Destruction, Evil	Troglodytes
Lolth	Chaotic evil	Chaos, Destruction, Evil, Trickery	Driders, drow (elves)
Maglubiyet	Neutral evil	Chaos, Destruction, Evil, Trickery	Goblins, hobgoblins
Merrshaulk	Chaotic evil	Chaos, Destruction, Evil, Plant	Yuan-ti
Panzurriel	Neutral evil	Destruction, Evil, War, Water	Evil aquatic creatures
Sekolah	Lawful evil	Evil, Law, Strength, War	Sahuagin
Semuanya	Neutral	Animal, Plant, Water	Lizardfolk
Shekinester	Neutral	Destruction, Knowledge, Magic, Protection	Nagas
Sixin	Lawful evil	Evil, Law, Strength, Travel	Xill
Skerrit	Neutral good	Animal, Healing, Plant, Sun	Centaur