

Monster Manual III 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 monster's statistics block) is incorrect. Exceptions to the rule will be called out specifically. Updates are called out via shaded text like this.

Page 9: Arcane Ooze

Changes to the stat block for the arcane ooze:

Base Attack/Grapple: +11/+25

Attack: Slam +15 melee (2d6+9 plus 2d6 acid)

Full Attack: Slam +15 melee (2d6+9 plus 2d6 acid)

Special Attacks: Acid, constrict 2d6+9 plus 2d6 acid, improved grab, spell siphon

Skills: Climb +14

Page 10–11: Armand

Changes to the stat block for the armand:

Attack: Claw +10 melee (1d4)

Full Attack: 2 claws +10 melee (1d4)

Changes to the stat block for the armand warden:

Hit Dice: 5d8+20 plus 4d8+16 (74 hp)

Attack: Unarmed +14 melee (1d6+2)

Full Attack: Unarmed +14/+9 melee (1d6+2) or flurry of blows +12/+12/+7 melee (1d6+2)

Changes to the armand's statistics while in defensive stance (see page 10): Atk claw +12 melee (1d4); Full Atk 2 claws +12 melee (1d4).

Changes to the armand warden's statistics while in defensive stance (see page 10): Atk unarmed +16 melee (1d6+2); Full Atk unarmed +16/+11 melee (1d6+2) or flurry of blows +14/+14/+9 melee (1d6+2).

Page 12: Astral Stalker

The astral stalker should have the extraplanar subtype.

Page 13: Avalancher

Changes to the stat block for the avalancher:

Full Attack: Slam +11 melee (1d8+9)

Saves: Fort +12, Ref +6, Will +3

Page 15: Warbound Impaler

Changes to the stat block for the warbound impaler (lesser battlebriar):

Skills: Hide +9*

Page 19: Bonedrinker, Lesser

Changes to the stat block for the lesser bonedrinker:

Initiative: +4

Base Attack/Grapple: +3/+1

Attack: Tentacle +6 melee (1d8+2)

Full Attack: 2 tentacles +6 melee (1d8+2) and 2 claws +1 melee (1d6+1)

Page 22: Cadaver Collector

The duration of the paralysis for the cadaver collector's breath weapon is 1 minute, or until the paralyzed creature takes lethal damage.

Page 27: Chelicera

Changes to the stat block for the chelicera:

Full Attack: 2 claws +13 melee (1d6+2) and bite +8 melee (1d8+1)

Page 28: Chraal

The chraal should have the extraplanar subtype.

Page 31: Conflagration Ooze and Infernal Conflagration Ooze

Changes to the stat block for the conflagration ooze:

Skills: Climb +14, Hide +12, Listen +6, Move Silently +12

The conflagration ooze gains a +8 racial bonus on Climb checks.

Changes to the stat block for the infernal conflagration ooze:

Armor Class: 21 (–2 size, –1 Dex, +14 natural), touch 8, flat-footed 21

Page 33: Deathshrieker

Changes to the stat block for the deathshrieker:

Attack: Incorporeal touch +16 melee (1d4 Cha drain)

Full Attack: Incorporeal touch +16/+11 melee (1d4 Cha drain)

Treasure: Standard

Changes to the stat block for the advanced deathshrieker:

Attack: Incorporeal touch +20 melee (1d4 Cha drain)

Full Attack: Incorporeal touch +20/+15/+10 melee (1d4 Cha drain)

Treasure: Standard

Page 36: Demon, Sorrowsworn

Changes to the stat block for the sorrowsworn demon:

Attack: +2 glaive +23 melee (2d8+25/x3)* or bite +21 melee (1d8+14 plus 1 Con)*

Full Attack: +2 glaive +23/+18/+13/+8 melee (2d8+25/x3)* or 2 claws +21 melee (1d6+14)* and bite +16 melee (1d8+9 plus 1 Con)*

Page 41: Dinosaur, Swindlespitter

Changes to the stat block for the swindlespitter:

Armor Class: 18 (+1 size, +5 Dex, +2 natural), touch 16, flat-footed 18

Pages 42–43: Dracotaur

Changes to the stat block for the dracotaur:

Feats: Iron Will, Power Attack

Under Dracotaurs as Characters, the dracotaur's bonus to Constitution should be +6, not +4.

The dracotaur rager's rage ability also effects the following statistical changes: Grp +20; Jump +30, Swim +11.

Page 45: Dread Blossom Swarm

Changes to the stat block for the dread blossom swarm:
Organization: Solitary, pair, or colony (3–8)

Page 46: Drowned

Changes to the stat block for the drowned:
Challenge Rating: 9

Page 47: Dust Wight

Changes to the stat block for the dust wight:
Advancement: 17–18 HD (Large); 19–24 HD (Huge)
The Improved Natural Weapon (slam) feat should be replaced with Improved Natural Attack (slam).

Page 51: Feral Yowler

Changes to the stat block for the feral yowler:
Attack: Bite +8 melee (1d8+7)*
Full Attack: Bite +8 melee (1d8+7)* and 2 claws +3 melee (1d6+5)*
The feral yowler's trip ability has a +4 check modifier, not +5 as indicated.

Page 52: Geriviar

Changes to the stat block for the geriviar:
Full Attack: 8 slams +29 melee (3d6+11) and bite +23 melee (2d6+5); or exploding nodule +18 ranged (see text); or rock +18 ranged (2d8+16)
The geriviar's Improved Natural Attack feat applies to its slam attack.

Page 54: Giant, Death

Changes to the stat block for the death giant:
Initiative: +1
Saves: Fort +25, Ref +17, Will +21

Page 57: Giant, Eldritch

Changes to the stat block for the eldritch giant:
Hit Dice: 25d8+225 (337 hp)
Changes to the stat block for the eldritch giant confessor:
Hit Dice: 25d8+275 plus 11d8+121 (558 hp)
Attack: Bastard sword +42 melee (3d8+17/17–20)
Full Attack: Bastard sword +42/+37/+32/+27 melee (3d8+17/17–20)
Special Attacks: Rebuke undead 5/day (+4, 2d6+13, 11th), spells, spell-like abilities
Saves: Fort +32, Ref +12, Will +30
Abilities: Dex 12
Alignment: Usually neutral evil
The eldritch giant confessor has the following typical cleric spells prepared: 6/8/7/7/5/4/3. Replace the giant's

detect magic spells with detect poison spells. The inflict wounds spells have a +41 melee touch attack bonus, not +32 as indicated. The mass inflict light wounds spell does not require a melee touch attack.

Pages 58–59: Giant, Sand

The sand giant champion's sand blaster ability has a DC of 24, not 25 as listed.
Changes to the stat block for the sand giant champion:
Base Attack/Grapple: +16/+31
Saves: Fort +20, Ref +10, Will +10
Abilities: Con 25
Skills: Listen +12, Spot +12, Survival +10 (+12 in aboveground natural environments)
The sand giant champion should also have the Alertness feat.

Page 61: Glaistig

Changes to the stat block for the glaistig:
Attack: Bite +4 melee (1d6+1) or dagger +4 melee (1d4+1/19–20)
Full Attack: Bite +4 melee (1d6+1) and dagger –1 melee (1d4/19–20)
Changes to the stat block for the glaistig mindbender:
Armor Class: 21 (+3 Dex, +4 natural, +2 bracers of armor +2, +2 ring of protection +2), touch 15, flat-footed 18
Attack: Dagger of venom +6 melee (1d4+1/19–20 plus poison) or bite +5 melee (1d6)
Full Attack: Dagger of venom +6 melee (1d4+1/19–20 plus poison) and bite +0 melee (1d6)

Page 65: Goblin, Forestkith

Changes to the stat block for the forestkith goblin:
Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)
Full Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)
Changes to the stat block for the forestkith goblin barbarian:
Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)
Full Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)
Skills: Climb +8, Hide +1, Jump +2, Move Silently –1*
The forestkith goblin's rage ability effects the following statistical adjustments: Full Atk +7 melee (1d10+6/x3, greataxe); Climb +10, Jump +4.

Page 66: Golem, Alchemical

Changes to the stat block for the alchemical golem:
Attack: Slam +21 melee (2d8+6 plus 2d6 acid)
Full Attack: 2 slams +21 melee (2d8+6 plus 2d6 acid)

Page 67: Golems (All)

Remove polymorph any object from the list of spells required to create the golem.

Page 69: Golem, Hangman

Changes to the stat block for the hangman golem:

Hit Dice: 18d10+30 (129 hp)

Attack: Slam +20 melee (2d8+8)

Full Attack: 2 slams +20 melee (2d8+8)

The save DC for the hangman golem's strangle ability is Constitution-based.

Page 70: Golem, Mud

Changes to the stat block for the mud golem:

Attack: Slam +17 melee (2d10+7)

Full Attack: 2 slams +17 melee (2d10+7)

Page 71: Golem, Prismatic

Changes to the stat block for the prismatic golem:

Attack: Incorporeal touch +25 melee (prismatic touch)

Full Attack: 2 incorporeal touches +25 melee (prismatic touch)

Page 73: Golem, Shadesteel

Changes to the stat block for the shadesteel golem:

Armor Class: 33 (+3 Dex, +20 natural), touch 13, flat-footed 30

Page 74: Golem, Web

Changes to the stat block for the web golem:

Attack: Slam +12 melee (2d10+5)

Full Attack: 2 slams +12 melee (2d10+5) and bite +7 melee (1d6+2 plus poison)

Space/Reach: 10 ft./10 ft.

Page 75: Grimweird

The grimweird's energy drain ability allows a Fortitude save, not a Will save as indicated.

Page 77: Grisol

The grisol's *scorching ray* spell-like ability has a +13 ranged touch attack bonus, not +17 as indicated.

Page 81: Harpoon Spider

Changes to the stat block for the harpoon spider:

Skills: Tumble +11

The harpoon spider gets a +11 bonus on the trip attack when using its harpooning ability (not +10 as indicated).

Changes to the stat block for the dread harpoon spider:

Hit Dice: 9d8+63 (103 hp)

Skills: Tumble +14

The dread harpoon spider gets a +19 bonus on the trip attack when using its harpooning ability (not +21 as indicated). Also, add **Improved Toughness** to the dread harpoon spider's list of feats.

Page 82: Harssaf

The harssaf's sand pulse ability has a DC of 16, not 15 as indicated in the ability's descriptive text.

Page 84: Ironclad Mauler

In the second paragraph of the creature's sickening aura ability, the first sentence should read as follows: Undead **and constructs** are immune to this aura.

Page 85: Justicator

When using its smite chaos ability, a justicator gains a bonus on its attack roll equal to its Charisma modifier and a bonus on the damage roll equal to its Hit Dice.

Page 87: Kenku

Changes to the stat block for the kenku sneak:

Attack: Claw -1 melee (1d3-1) or short sword -1 melee (1d6-1/19-20) or sap -1 melee (1d6-1 nonlethal) or shortbow +3 ranged (1d6-1/x3)

Full Attack: 2 claws -1 melee (1d3-1) or short sword -1 melee (1d6-1/19-20) or sap -1 melee (1d6-1 nonlethal) or shortbow +3 ranged (1d6-1/x3)

Page 90: Lhosk

Changes to the stat block for the lhosk:

Attack: Spear +7 melee (2d6+14/x3)*

Full Attack: Spear +7/+2 melee (2d6+4/x3)* and bite +2 melee (1d6+6)* or 2 slams +7 melee (1d6+8)* and bite +2 melee (1d6+6)*

Page 92: Living Spell, Glitterfire

Changes to the stat block for the glitterfire:

Armor Class: 13 (+3 deflection), touch 13, flat-footed 13

Page 97: Lizardfolk, Poison Dusk

Changes to the stat block for the poison dusk lizardfolk:

Hit Dice: 1d8+1 (9 hp)

Changes to the stat block for the poison dusk lizardfolk lieutenant:

Initiative: +7

Attack: Claw +7 melee (1d3+2) or longspear +7 melee (1d6+3/x3) or masterwork longbow +9 ranged (1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)

Full Attack: Claw +7 melee (1d3+2) and bite +5 melee (1d3+1) or longspear +7 melee (1d6+3/x3) and bite +2 melee (1d3) or masterwork longbow +7/+7 ranged (1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)

Replace the poison dusk lizardfolk lieutenant's *magic fang* spell with the *longstrider* spell.

Page 98: Lumi

The lumi and the lumi crusader both have the extraplanar subtype.

Changes to the stat block for the lumi crusader:

Special Attacks: Spells, spell-like abilities, turn undead 8/day (+1, 2d6+7, 6th)

Saves: Fort +15, Ref +4, Will +13

The lumi crusader has the following typical cleric spells prepared: 5/6/5/4. The save DC is 15 + spell level, not 13 + spell level. Give the crusader a second *divine favor* spell.

Page 101: Mastadon

Changes to the stat block for the mastadon:

Full Attack: Slam +20 melee (2d8+11) and 2 stamps +15 melee (2d6+5); or gore +20 melee (3d8+16)

Page 107: Mivilorn

The mivilorn is native to Pandemonium, not Acheron as sometimes indicated.

Changes to the stat block for the mivilorn elite demon warmount:

Initiative: +0

Speed: 30 ft. in **splint mail** barding (6 squares), base speed 40 ft.

Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*

Full Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*

Abilities: Wis 17

Also, the DCs for the elite demon warmount's breath weapon and charging bite abilities should be 25, not 26.

Page 108: Necronaut

Replace the Improved Natural Weapon (slam) feat with Improved Natural Attack (slam).

Pages 110–111: Night Twist

Remove "Survival +17" from the Skills line of the stat block.

Also, the range of the night twist's despair song ability is 50 feet per HD, not 5 miles per HD.

Changes to the stat block for the ancient night twist:

Advancement: 26–48 HD (Huge)

In the Combat section of the ancient night twist, delete the sentence: It summons plants to its aid if faced with superior numbers. The ancient night twist does not have the ability to summon plants.

Pages 112–113: Nycter

Changes to the stat block for the nycter defender of the cave:

Initiative: +5

Armor Class: 20 (+1 size, +1 Dex, +3 natural armor, +3 hide armor, +2 masterwork **heavy** wooden shield), touch 12, flat-footed 19

Attack: +1 *scimitar* +8 melee (1d4+1/18–20) or bite +8 melee (1d4) or +1 *sling* +9 ranged (1d3+1)

Full Attack: +1 *scimitar* +8/+3 melee (1d4+1/18–20) or bite +8 melee (1d4) or +1 *sling* +9 ranged (1d3+1)

Feats: Alertness, **Improved Initiative**, Weapon Finesse

Pages 114–115: Odopi

Changes to the stat block for the elder odopi:

Base Attack/Grapple: +22/+45

Page 117: Ogre, Skullcrusher

Changes to the stat block for the skullcrusher ogre sergeant:

Initiative: +1

Attack: Bastard sword +18 melee (2d8+9/17–20) or shield bash +17 melee (1d8+4) or lance +17 **melee** (2d6+13/x3) or rock +10 ranged (2d6+9)

Full Attack: Bastard sword +14/+9 melee (2d8+9/17–20) and shield bash +13 melee (1d8+4) or lance +17/+12 melee (2d6+13/x3) or rock +10 ranged (2d6+9)

Saves: Fort +15, Ref +5, Will +5

Page 118: Omnimental

The omnimental's blindsight ability has a range of 120 feet.

Pages 119: Otyugh, Lifeleech

Changes to the stat block for the lifeleech otyugh:

Speed: 40 ft. (8 squares), **climb 20 ft.**

Skills: **Climb +16**, Hide +3*, Jump +12, Listen +10, Spot +10

Add the following sentence to the Improved Grab ability description: If it gets a hold, the lifeleech otyugh can constrict.

Page 120: Petal

Changes to the stat block for the petal:

Attack: Dagger +7 melee (1d2–4/19–20)

Full Attack: Dagger +7 melee (1d2–4/19–20)

Page 122: Phoera

Changes to the stat block for the phoera:

Full Attack: Bite +4 melee (1d6+1 plus 1d6 fire) and claws +2 melee (1d4 plus 1d6 fire)

Page 124: Plague Brush

Changes to the stat block for the plague brush:

Base Attack: +23/+51

Page 129: Quaraphon

Changes to the stat block for the quaraphon bully:

Armor Class: 23 (–1 size, +1 Dex, +7 natural, +6 +1 *breastplate*), touch 10, flat-footed 23

Attack: +1 *greatclub* +15 melee (2d8+17/19–20) or masterwork composite longbow +12 ranged (2d6+4/x3) or bite +14 **melee** (1d8+10)*

Full Attack: +1 *greatclub* +15/+10/+5 melee (2d8+17/19–20) and bite +9 melee (1d6+6) and 2 hooves +9 melee (1d6+6)* or masterwork composite longbow +12/+7/+2 ranged (2d6+4/x3)

Change the feat Improved Natural Weapon (bite) to Improved Natural **Attack** (bite).

The quaraphon bully's rage ability effects the following statistical changes: AC 21 (touch 8, flat-footed 21); Will +10.

The quaraphon bully's improved uncanny dodge is denied when the creature is attacked by a rogue of 9th level or higher (not 8th level as indicated).

Changes to the Quaraphon as Characters section: — +10 Strength, +12 Constitution, –4 Intelligence, +4 Wisdom.

— Racial Skills: A quaraphon's aberration levels give it skill points equal to **12** x (2 + Int modifier, minimum 1). Its class skills are Intimidate, Listen, Spot, and Survival.
— Natural Weapons: Bite (1d6) and **2 hooves** (1d6).

Page 131: Rage Drake

Changes to the stat block for the fiendish rage drake:

Initiative: +7

Base Attack: +21/+34

Full Attack: 2 claws +20 melee (1d8+18/19–20)* and bite +15 melee (2d6+13)*

Saves: Fort +19, Ref +15, Will +13

The fiendish rage drake is missing a feat. It should have the **Great Cleave** feat.

The fiendish rage drake's rage ability effects the following statistical change: Will +15.

Pages 136–137: Rakshasa, Naztharune

Changes to the stat block for the naztharune rakshasa:

Armor Class: 24 (+5 Dex, +5 natural, +4 mithril shirt), touch 15, flat-footed **24**

Skills: Tumble +19

Delete the following sentence from the naztharune rakshasa's sneak attack ability description: This extra damage is 1d6 points at 1st level, and it increases by 1d6 every two rogue levels thereafter. Replace it with the following: The naztharune rakshasa's sneak attack ability is equivalent to that of a rogue of a level equal to the creature's Hit Dice.

Page 139: Redcap

Changes to the stat block for the young redcap:

Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)

Full Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)

Skills: Hide +12, Intimidate +8, Listen +8, Move Silently +8, Spot +8, Survival +8

Pages 143–144: Rot Reaver

Changes to the stat block for the rot reaver:

Special Attacks: Cleaver mastery, rebuke undead **6/day** (+3, 2d6+13, 10th), wound rot

Changes to the stat block for the rot reaver necrothane:
Speed: 20 ft. in full plate (4 squares), climb 15 ft. in full plate; base speed **30 ft.**, base climb 20 ft.

Special Attacks: Cleaver mastery, rebuke undead **11/day** (+4, 2d6+24, 20th), wound rot

Page 145: Runehound

Changes to the stat block for the runehound:

Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)

Full Attack: Bite +8 melee (2d6+7) or vile spew +5 ranged touch (see text)

Page 146: Salt Mummy

Changes to the stat block for the salt mummy:

Hit Dice: 12d12 plus **36** (114 hp)

Armor Class: 18 (–1 Dex, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +6/+14

Page 149: Seryulin

Changes to the stat block for the seryulin:

Environment: **Aquatic**

Changes to the stat block for the greater seryulin:

Initiative: +5

Speed: 50 ft. (10 squares), swim 50 ft.

Environment: **Aquatic**

Also, the great seryulin is missing a feat. It should have **Improved Overrun**.

Page 153: Shredstorm

Changes to the stat block for the shredstorm:

Speed: Fly 90 ft. (perfect) (18 squares)

In the Combat section, the text says that the shredstorm deals 4d6 points of damage plus 2d6 points of electricity damage; it should deal 3d6 points of damage instead of 4d6 points of damage.

Pages 154–155: Shrieking Terror

The shrieking terror's kiss special ability has an attack bonus of +15, not +12 as indicated in the ability's description.

A shrieking terror can never have more than twice its normal number of heads at any one time.

Changes to the stat block for the ten-headed shrieking terror:

Skills: Hide +2, Listen +7, Move Silently +5, Spot +21

Lastly, replace the ten-headed terror's Weapon Finesse feat with Alertness.

Page 157: Siege Crab

Changes to the stat block for the siege crab:

Armor Class: 37 (–4 size, –2 Dex, +23 natural, +10 deflection), touch 14, flat-footed 37

Changes to the stat block for the greater siege crab:

Attack: Claw +30 melee (2d10+14)

Full Attack: 4 claws +30 melee (2d10+14)

Delete the bonus Cleave feat from the siege crab's and greater siege crab's list of feats.

Page 159: Slaughterstone Behemoth

Changes to the stat block for the slaughterstone behemoth:

Initiative: +0

Speed: 20 ft. (4 squares)

Page 160: Slaughterstone Eviscerator

Changes to the stat block for the slaughterstone eviscerator:

Initiative: +0

Base Attack: +11/+24

Attack: +2 *adamantine blade* +21 melee (2d8+11/18–20/x3)

Full Attack: 4 +2 *adamantine blades* +21 melee (2d8+11/18–20/x3)

Page 165: Splinterwaif

Changes to the stat block for the splinterwaif:

Skills: Hide +20

Changes to the stat block for the splinterwaif knave:

Skills: Hide +24

Pages 166–167: Ssvaklor

Changes to the stat block for the greater ssvaklor:

Skills: Disguise +1 (+3 acting), Intimidate +3

Advancement: 31–45 HD (Huge)

Changes to the psi-like abilities of the psionic greater ssvaklor: *aversion* (duration 21 hours, DC 19*), *entangling ectoplasm* (affects any size creature), *id insinuation* (affects up to 7 creatures, no two of which can be more than 15 feet apart; DC 19*).

Page 171: Swamp Strider Swarm

Changes to the stat block for the swamp strider swarm:

Skills: Hide +17*, Spot +4

Page 174: Topiary Guardian, Triceratops

Changes to the stat block for the triceratops topiary guardian:

Challenge Rating: 12

Page 175: Topiary Guardian

In the Construction rules, the rare tinctures and oils used in the creation of a topiary guardian should be factored into its price: 20,800 gp (Medium), 62,400 gp (Large), 119,600 gp (Huge).

Add the following section to the Alternative Topiary Guardians section:

Armor Class: A topiary guardian has a natural armor bonus based on its size: Tiny or smaller +0, Small +2, Medium +4, Large +6, Huge +9, Gargantuan or larger +12.

Page 176: Trilloch

Changes to the stat block for the trilloch:

Base Attack/Grapple: +8/—

Replace the trilloch's 11 ranks of Move Silently with 11 ranks of Sense Motive (+15 bonus total).

Also, the trilloch's control rage ability has a DC of 18, not 19 as indicated in the description of the ability.

Page 178: Troll, Crystalline

Changes to the Crystalline Trolls as Characters section:

— Natural Weapons: 2 claws (1d6) and bite (1d6).

Page 179: Troll, Forest

Changes to the stat block for the forest troll:

Attack: Claw +6 melee (1d4+3 plus poison) or javelin +6 ranged (1d6+3 plus poison)

Page 181: Troll, War

Changes to the stat block for the war troll:

Hit Dice: 12d8+108 (162 hp)

Base Attack/Grapple: +12/+26

Attack: Masterwork greatsword +23 melee (3d6+15/19–20) or bite +21 melee (1d8+10) or masterwork composite longbow (+10 Str bonus) +15 ranged (2d6+10/x3)

Full Attack: Masterwork greatsword +23/+18/+13 melee (3d6+15/19–20) and bite +19 melee (1d6+5); or 2 claws +21 melee (1d8+10) and bite +19 melee (1d6+5); or masterwork composite longbow (+10 Str bonus) +15/+10/+5 ranged (2d6+10/x3)

Page 183: Vasuthant

The range of the vasuthant's and horrific vasuthant's blindsight ability is 60 feet.

Changes to the stat block for the horrific vasuthant:

Armor Class: 24 (–2 size, +6 Dex, +10 natural), touch 14, flat-footed 18

Base Attack/Grapple: +12/+35

Advancement: 26–34 HD (Gargantuan); 35–48 HD (Colossal)

Vasuthants in Eberron have the extraplanar subtype.

Page 184: Vermin Lord

Changes to the stat block for the vermin lord:

Armor Class: 30 (–1 size, +5 Dex, +11 natural, +4 +1 studded leather, +1 masterwork buckler), touch 14, flat-footed 30

Base Attack/Grapple: +25/+34

Page 187: Voidmind Creature

Changes to the stat block for the voidmind grimlock:

Attack: Battleaxe +6 melee (1d8+6/x3) and tentacle +6 melee (1d6+4)

Page 195: Witchknife

Changes to the stat block for the witchknife:

Saves: Fort +4, Ref +9, Will +10

Feats: Ability Focus (*command*), Great Fortitude, Improved Initiative, Iron Will

Changes to the stat block for the witchknife captain:

Attack: Masterwork short sword +17 melee (1d6+1/19–20) or masterwork shortbow +17 ranged (1d6/x3)

Full Attack: Masterwork short sword +17/+12/+7 melee (1d6+1/19–20) or masterwork shortbow +17/+12/+7 ranged (1d6/x3)

Saves: Fort +4, Ref +9, Will +10

Feats: Ability Focus (*command*), Great Fortitude, Improved Initiative, Iron Will, Weapon Finesse

Changes to the Witchknives as Characters section: — Weapon and Armor Proficiency: A witchknife is automatically proficient with all simple weapons, light armor, and shields (except for tower shields).

Page 197: Woodling

Additions to the stat block for the woodling monitor lizard:

Treasure: None

Alignment: Always neutral

Changes to the stat block for Autumn, the woodling druid:

Attack: +1 scimitar +9 melee (1d6+2/18–20) or slam +7 melee (1d6+1)

Skills: Hide +2*, Move Silently +2*

*Autumn gains a +4 bonus on Hide and Move Silently checks in aboveground natural environments.

Changes to the stat block for Autumn's dire wolverine animal companion: CR —; Init +4; Base Atk +5; Grp +15; Atk +10 melee (1d8+6, claw); Full Atk +10 melee (1d8+6, 2 claws) and +5 melee (1d8+3, bite); SV Fort +9, Ref +9, Will +6; Listen +8, Spot +8; Improved Natural Attack (claw).

Pages 200–204: Yugoloth

The *summon yugoloth* ability possessed by the canoloth, mezzoloth, nycaloth, and ultroloth is a spell-like ability.

Page 201: Yugoloth, Mezzoloth

Changes to the stat block for the mezzoloth:

Armor Class: 21 (+1 Dex, +8 natural, +2 heavy steel shield), touch 11, flat-footed 20

Skills: Hide +12, Move Silently +12

Page 203: Yugoloth, Nycaloth

Changes to the stat block for the nycaloth:

Base Attack/Grapple: +14/+23

Changes to the stat block for the nycaloth commander:

Speed: 30 ft. (6 squares) in +2 *breastplate*, fly 60 ft. (good); base speed 40 ft., base fly 90 ft. (good)

Armor Class: 33 (–2 size, +2 Dex, +7 +2 *breastplate*, +16 natural), touch 10, flat-footed 31

Full Attack: +2 *greataxe* +30/+25/+20/+15 melee (4d6+18/19–20/x3)* and 2 claws +22 melee (1d8+6 plus bleeding wounds)* or 4 claws +27 melee (1d8+6 plus bleeding wounds)*

Page 203: Yugoloth, Ultroloth

Changes to the stat block for the ultroloth:

Attack: +3 *longsword* +22 melee (1d8+4/19–20) or ray +22 ranged touch (as spell)

Full Attack: +3 *longsword* +22/+17/+12/+7 melee (1d8+4/19–20) or ray +22 ranged touch (as spell)

Skills: Concentration +26 (+30 casting defensively)

Page 204: Yugoloth, Ultroloth

In the list of spell-like abilities, replace *alter self* with *disguise self* (DC 15).

Page 205: Zezir

The save DC for the zezir's flammable spray ability should be 20, not 18 as indicated in the ability's description.

Zezirs in Eberron have the extraplanar subtype.

Page 209: Change Shape

Make the following changes.

Delete sentence 2.

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:

—The creature retains its HD, hit points, 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.