

Monster Manual Web Errata

3/18/02

Here are the rules corrections and official errata for the *Monster Manual*. Additional, typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have; contact custserv@wizards.com. Thanks and good gaming!

p. 4, Monsters by Type (and Subtype): Add vampire to the Undead section.

p. 4, Add behir to the list of Magical Beasts.

p. 4, Subtypes: Add:

Goblinoid: bugbear, goblin, hobgoblin.

Also, delete those three creatures from the humanoids listing.

p. 5, Add after the first sentence in the fey entry:

Fey are proficient with all simple weapons and any weapons mentioned in their entries.

p. 5, Add after the first sentence of the beast entry:

Like animals, beasts have Intelligence scores of 1 or 2.

p. 5, The magical beast entry should read:

Magical beasts are similar to beasts but can have Intelligence scores higher than 2. Magical beasts usually have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision. Example: displacer beast.

p. 6, Add to first paragraph in the outsider entry:

Outsiders are proficient with all simple weapons and any weapons mentioned in their entries. Outsiders with Intelligence scores of 6 or higher also are proficient with all martial weapons.

p. 7, Add after the first sentence the Climb section:

The creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against the climbing creature.

p. 7, Add to the Armor Class section:

Note that each creature is proficient in whatever type of armor (light, medium, or heavy) that it is described as wearing, as well as all lighter types. Creatures not listed as wearing armor are not proficient with armor.

p. 8, Energy Drain: cut the parenthetical "(10 on a critical hit)" from the 2nd sentence of the 1st paragraph.

p. 8, Upper right: Energy Drain text should read:

Energy Drain (Su): This attack saps a living opponent's vital energy and happens automatically when a melee or ranged attack hits. Each successful energy drain inflicts one or more negative levels (the descriptive text specifies how many). See Energy Drain, p. 75 in the *DUNGEON MASTER's Guide*, for details. If an attack that includes an energy drain scores a critical hit, it drains twice the given amount. For each negative level inflicted on an opponent, the draining creature heals 5 points of damage. If the amount of healing is more than the damage the creature has suffered, it gains any excess as temporary hit points.

The affected opponent suffers a -1 penalty to all skill and ability checks, attacks, and saving throws, and loses 1 effective level or Hit Die (whenever level is used in a die roll or calculation) for each negative level. A spellcaster loses one spell slot of the highest level she can cast and (if applicable) one prepared spell of that level; this loss persists until the negative level is removed.

Negative levels remain until 24 hours have passed or until removed with a spell, such as *restoration*. If a negative level is not removed before 24 hours have passed, the afflicted opponent must attempt a Fortitude save with a DC of $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier (the exact DC is given in the creature's

descriptive text). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level goes away, but the creature's level is also reduced by one. A separate saving throw is required for each negative level.

p. 9, Add the following at the end of the 4th paragraph in the gaze attack section:
The creature with the gaze attack, however, gains one-half concealment against that opponent.

p. 9, Last sentence of the spells entry should read:
A creature with access to cleric spells must prepare them in the normal manner and receives no domain spells.

p. 10, Change the last sentence in the Fast Healing entry to the following:
Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.

p. 11, The EHD footnote should read:
*EHD: Extra Hit Die. When calculating EHD for any creature other than an elemental, subtract 1 from the creature's total Hit Dice if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. For an elemental, subtract 2 if Medium-size or smaller; 4 if Large; 8 if Huge; 16 if Gargantuan; and 32 if colossal. Treat results less than 0 as 0.

p. 11, Table: Change the Beast's Skill entry to this:
10–15

p. 12, It gives an example of a monster advancing two size categories from Medium-size to Huge in size. It lists Dex as only –2. Change to –4.

p. 14, Replace the Challenge Rating note with:
Each 50% increase to the creature's original HD increases the CR of a monster by 1. Doubling the HD raises the CR by 2. Tripling the HD raises the CR by 4.

p. 18, The ankh's improved grab ability should read:
Improved Grab (Ex): To use this ability, the ankh must hit with its bite attack. If the ankh is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

p. 19, Aranea: The stat block lists it as a Medium-size shapechanger, but the Alternate Form ability says its natural form is that of a Large monstrous spider. The latter should be Medium-size.

p. 20, Aranea: under Camouflage, change Knowledge (plants or herbs) to Knowledge (nature).

p. 24, Change the behir's attacks to: 1 bite +15 melee or 1 bite +15 melee, 6 claws +10 melee
Change the behir's combat entry to:

A behir usually bites and grabs its prey first, then either swallows or constricts the opponent. It can employ its claws only against foes caught in its coils. If beset by a large number of foes, it uses its breath weapon.

Change the behir's swallow whole entry to:

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The behir's gizzard can hold two Medium-size, eight Small, or thirty-two Tiny or smaller opponents.

Change the constrict entry to:

Constrict (Ex): When a behir grabs a foe with its bite, it can coil its body around the foe. A behir deals 2d8+8 damage with a successful grapple check against Gargantuan or smaller creatures.

p. 30, Cut regeneration 10 from the planetar's special qualities and replace with fast healing 10.
Also, cut regeneration 15 from the solar's special qualities and replace with fast healing 15.

p. 39, Change the darkmantle's Skills entry to Hide +12, Listen +8*, Spot +6*
Change the first sentence of the darkmantle's Skills paragraph to: A darkmantle receives a +4 racial bonus to Listen and Spot checks.

p.41, Add to the retriever attacks:
(after claws) bite +7 melee
Also add to Retriever damage (after claws): bite 1d6
Cut regeneration 5 from retriever's special qualities and replace with fast healing 5.

p. 45, Cut the regeneration entry from the retriever description

p. 46, The glabrezu's improved grab ability should read:
Improved Grab (Ex): To use this ability, the glabrezu must hit a Medium-size or smaller opponent with a pincer attack.

p. 48, The barbazu's primary attack should be 2 claws +8 melee

p. 49, Gelugon's face is listed a 10x10, but it should be 5x5

p. 49, Pit fiend: The pit fiend's damage reduction should be 30/+3.

p. 56, Change the tyrannosaurus's swallow whole entry to:

Swallow Whole (Ex): A tyrannosaurus can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

The swallowed creature takes 2d8+8 points of crushing damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

The tyrannosaurus's gizzard can hold two Medium-size, eight Small, or thirty-two Tiny or smaller opponents.

p. 58–59, Dire animals:

Dire bear Face/Reach should be 5 ft. by 10 ft./5 ft.

Dire tiger Face/Reach should be 10 ft. by 20 ft./10 ft.

Dire shark Face/Reach should be 10 ft. by 25 ft./10 ft.

Also, change the text references as well.

p. 59, Change the dire shark's swallow whole entry to:

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The shark's gullet can hold one Large, four Medium-size, sixteen Small, or sixty-four Tiny or smaller opponents.

p. 63 Black dragon advancement should read:

Advancement: Wyrmling 5–6 HD (Small); very young 8–9 HD (Small); young 11–12 HD (Medium-size); juvenile 14–15 HD (Medium-size); young adult 17–18 HD (Large); adult 20–21 HD (Large); mature adult 23–24 HD (Huge); old 26–27 HD (Huge); very old 29–30 HD (Huge); ancient 32–33 HD (Huge); wyrm 35–36 HD (Gargantuan); great wyrm 38+ HD (Gargantuan)

p. 68, Dragon (Red), The Other Spell-Like Abilities entry should read:

Other Spell-Like Abilities: 3/day—*suggestion*; 1/day—*find the path* and *discern location*.

p. 77, Add “Dragon” to the dragon turtle’s special qualities.

The dragon turtle’s breath weapon entry should read: Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, every 1d4 rounds; 20d6 points of fire damage, Reflex half DC 21; effective both on the surface and underwater.

Add the following to the Dragon Turtle’s Combat entry:

Dragon: Immune to *sleep* and paralysis effects.

p. 81, Medium-Size Air Elemental’s skills should read: Listen +6, Spot +6

Large Air Elemental’s Skills should read: Listen +10, Spot +10

Huge Air Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Huge Air Elemental’s Skills should read: Listen +14, Spot +14

Add Mobility to the Huge Air Elemental’s feats

Greater Air Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Greater Air Elemental’s Skills should read: Listen +19, Spot +19

Add Spring Attack to the Greater Air Elemental’s feats

Elder Air Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Elder Air Elemental’s Skills should read: Listen +22, Spot +22

Add Combat Reflexes and Spring Attack to the Elder Air Elemental’s feats

p. 82,

Medium-Size Earth Elemental’s skills should read: Listen +6, Spot +6

Large Earth Elemental’s Skills should read: Listen +10, Spot +10

Huge Earth Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Huge Earth Elemental’s Skills should read: Listen +14, Spot +14

Delete Sunder from the Huge Earth Elemental’s feats

Greater Earth Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Greater Earth Elemental’s Skills should read: Listen +19, Spot +19

Delete Improved Critical (slam) from the Greater Earth Elemental’s feats

Elder Earth Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Elder Earth Elemental’s Skills should read: Listen +22, Spot +22

p. 83, Medium-Size Fire Elemental’s skills should read: Listen +6, Spot +6

Large Fire Elemental’s Skills should read: Listen +10, Spot +10

Huge Fire Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Huge Fire Elemental’s Skills should read: Listen +14, Spot +14

Greater Fire Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Greater Fire Elemental’s Skills should read: Listen +19, Spot +19

Elder Fire Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Elder Fire Elemental’s Skills should read: Listen +22, Spot +22

Add Combat Reflexes to the elder fire elemental’s feats.

p. 84, Medium-Size Water Elemental’s skills should read: Listen +6, Spot +6

Large Water Elemental’s Skills should read: Listen +10, Spot +10

Huge Water Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Delete Fire immunity from huge water elemental’s special qualities.

Huge Water Elemental’s Skills should read: Listen +14, Spot +14

Delete Sunder from the Huge Water Elemental’s feats

Greater Water Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Delete Fire immunity from greater water elemental’s special qualities.

Greater Water Elemental’s Skills should read: Listen +19, Spot +19

Delete Improved Critical (slam) from the Greater Water Elemental’s feats

Elder Water Elemental’s face/reach should be 10 ft. by 10 ft./15 ft.

Delete Fire immunity from elder water elemental’s special qualities.

Elder Water Elemental’s Skills should read: Listen +22, Spot +22

- p. 88, Ethereal Marauder's Advancement:
Change to: 3–4 HD (Medium-size); 5–6 HD (Large)
- p. 89, The ettin's speed entry should read: 30 ft. (hide armor); base 40 ft.
- p. 98, The hill giant's speed entry should read: 30 ft. (hide armor); base 40 ft.
The stone giant's speed entry should read: 30 ft. (hide armor); base 40 ft.
Cloud giant's climate/terrain should read: Temperate and warm mountains
Storm giant's climate/terrain should read: Temperate and warm mountains and aquatic
- p. 104, Change the girallon's Int to 2
Change the girallon's Alignment entry to: Always neutral
- p. 107, Goblin: Change javelin to dart throughout this entry and change the damage listing to 1d4.
- p. 117, The harpy's attacks entry should read: Club +7/+2 melee, 2 claws +2 melee
- p. 118, Change the hippogriff's Int to 2
Change the hippogriff's Spot skill to +8*
Change the hippogriff's Alignment entry to: Always neutral
- p. 121–122, Change all the hydras' Int scores to 2
Change the hydra's Alignment entry to: Always neutral
- p. 128, Cut this entry: "Fire Resistance (Ex): A lillend is immune to nonmagical fire and has magic fire resistance 20."
- p. 129, Lizardfolk, Attacks line: Change greatclub to morningstar
Also, change the Damage to morningstar 1d8+1 damage
- p. 130, Add to the end of the first paragraph of the manticores entry:
Manticores speak Common.
- p. 137, The minotaur's huge greataxe damage should be 2d8+6.
- p. 142, The nightshade's Summon Undead ability should read:
A nightshade can summon undead creatures once every 4 hours: 2–5 shadows, 1–2 wraiths, 1 allip, or 1 spectre. The undead arrive in 1d10 rounds and serve for 1 hour or until released.
- p. 142, The nightcrawler's improved grab ability should read:
Improved Grab (Ex): To use this ability, the nightcrawler must hit with its bite attack. If it gets a hold, it can try to swallow the opponent.
The Nightcrawler's swallow whole ability should read:
Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.
The nightcrawler's interior can hold one Huge, four Large, sixteen Medium-size, or sixty-four Small or smaller opponents.
- p. 144, The ogre's speed should be: 30 ft, (hide) 40 ft. base
- p. 144, Ogres: Change all references of longspears to Large javelins.
Also change the damage listing to 1d8+5.

p. 145, Gelatinous cube: It has no Str modifier; its damage should be the following: 1d6 and 1d6 acid, not 1d6+4 and 1d6 acid.

p. 148, Change the owlbear's Int to 2
Change the owlbear's Alignment entry to: Always neutral

p. 153, The purple worm's improved grab ability should read:

Improved Grab (Ex): To use this ability, the purple worm must hit with its bite attack. If it gets a hold, it can attempt to swallow the foe.

The purple worm's swallow whole ability should read:

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The worm's interior can hold one Huge, four Large, sixteen Medium-size, or sixty-four Small or smaller opponents.

p. 154, The rast's improved grab ability should read:

Improved Grab (Ex): To use this ability, the rast must hit with its bite attack.

p. 155, The remorhaz's improved grab ability should read:

Improved Grab (Ex): To use this ability, the remorhaz must hit with its bite attack. If it gets a hold, it can try to swallow the foe.

The remorhaz's swallow whole ability should read:

Swallow Whole (Ex): A remorhaz can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 10d10 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The remorhaz's interior can hold one Large, four Medium-size, sixteen Small, or sixty-four Tiny or smaller opponents.

p. 156, Add to the end of the first paragraph of the roper entry:
Ropers speak Terran and Undercommon.

p. 159, The noble salamander's tail slap attack bonus should be +18.
Also, Huge longspear is listed as 2d8 damage. Change to 2d6.

p. 164, Change the shocker lizard's Int score to 2.
Cut the Feats line from the shocker lizard's stat block
Change the shocker lizard's Alignment entry to the following: Always neutral
Add to the end of the shocker lizard's Skills paragraph: They receive a +2 racial bonus to Listen and Spot checks.

p. 165, Change skeleton's Charisma score to Cha 1
Add to skeleton:

Skills: Undead receive no skills.

p. 171, Change the spider eater's Skills to Listen +10, Spot +10
Cut the Feats line from the spider eater's stat block

p. 172, The grig (Tiny) is using Weapon Finesse with a Tiny weapon. Change to a Diminutive short sword dealing 1d3 damage.

p. 173, Sprite (Pixie): The description of pixies' Special Arrows lists a Fortitude save DC to resist the memory-loss special effect. Change to a Will save.

p. 175, The first paragraph of the tarrasque's regeneration entry should read:

Regeneration (Ex): No form of attack deals normal damage to the tarrasque. The tarrasque regenerates even if disintegrated or slain with death magic. These attack forms merely knock it unconscious and set its total subdual damage to 850 points (unless it already has more subdual damage than that). It is immune to effects that produce incurable or bleeding wounds, such as a *sword of wounding*, mummy rot, or a clay golem's wound ability. The tarrasque can be permanently slain only by raising its subdual damage total to 870 points and using a *wish* or *miracle* spell to keep it dead.

p. 175, The tendriculos's swallow whole ability should read:

Swallow Whole (Ex): A tendriculos can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant.

A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 15). Once the creature exits, the plant's amazing regenerative capacity closes the hole; another swallowed opponent must again cut its own way out.

The tendriculos's interior can hold two Large, four Small, sixteen Tiny, or sixty-four Diminutive or smaller opponents.

p. 177, The tojanida's improved grab ability should read:

Improved Grab (Ex): To use this ability, the tojanida must hit with a bite or claw attack. Under water, a tojanida can tow a grabbed victim of its own size or smaller at top speed. A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

p. 179, Troglodyte stench should read:

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All creatures (except troglodytes) within 30 feet of the troglodyte (except other troglodytes) must succeed at a Fortitude save (DC 13) or suffer a -2 morale penalty on attack rolls, weapon damage rolls, checks, and saving throws. The affect lasts 10 rounds. Once character has succumbed to a particular troglodyte's stench ability, or made a successful saving throw against it, the character cannot be by the same troglodyte's stench ability for 24 hours.

p. 185, Wraith: The create spawn power should read:

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

p. 190, The yuan-ti abomination:

Add Mobility to the yuan-ti abomination feats line.

p. 190, Yuan-ti Abomination: Error in the Skills entry. Craft/Knowledge skills have a result of +9. Should be +10.

p. 193, The ape's face/reach entry should read 5 ft. by 5 ft./10 ft.

p. 194, Boar, add: "or Herd (5-8)"

p. 194, Brown bear, add the following:

Combat

A brown bear attacks by rending opponents with its claws.

Improved Grab (Ex): To use this ability, the brown bear must hit with a claw attack.

p. 195, Dog (Small), Dog's organization line should read:
Solitary or pack (5–12).

p. 195, The crocodile's improved grab ability should read:

Improved Grab (Ex): To use this ability, the crocodile must hit a Medium-size or smaller opponent with its bite attack. If it gets a hold, the crocodile grabs the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

p. 198, The lizard's bite damage should be 1d4–4

p. 199, Octopus skill entry (stat table) should read: Escape Artist +16, Hide +15, Listen +5, Spot +5
Add to the end of the octopus skills paragraph: An octopus also can squeeze and contort its body, giving it a +10 racial bonus to Escape Artist checks.

p. 199, Octopus attack entry should read: arms +5 melee, bite +0 melee

p. 199, The owl's damage entry should be: claws 1d4–2

p. 202, The squid's Attacks line should read: arms +5 melee, bite +0 melee

p. 205, Monstrous spider:

Large 16 1d6 Str

Should be 17. (10 + 1/2 HD + 1 Con +4 vermin bonus)

p. 218, col. 2, Replace existing text with the following:

Feats: Same as the character. When in hybrid or animal form, the lycanthrope gains any feats a normal animal of its form has. A natural lycanthrope has the Improved Control Shape feat as a bonus feat (see the sidebar). Lycanthropes in hybrid or animal form have additional feats as set out in the table below.

p. 218, Challenge Rating: Change to: Same as animal +2, plus any class levels.

p. 220, footnote 3: Give each lycanthrope Skill Focus (any Knowledge).

p. 222, Sample Vampire: One of the vampire's special attacks is listed as "Charm." This should be "Domination."