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.

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 AttackFeat
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 FinesseFeat
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).

Creatures
Most creatures remain the same. Some only have minor errata. Four creatures underwent significant change: Deinoychus (dinosaur), megaraptor (dinosaur), gelatinous cube, and gibbering mouther. The following text amends the existing entries.

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<thead>
<tr>
<th>Creature</th>
<th>Animal Type</th>
<th>Feat</th>
<th>Change</th>
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<td>Raven</td>
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<td>Snake</td>
<td>Improved Initiative</td>
<td>4 on Initiative checks</td>
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<tr>
<td>Weasel</td>
<td>Agile</td>
<td></td>
<td>+2 on Balance and Escape Artist checks</td>
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Angel, Solar
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.

**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
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 19, 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.

**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.

**Gibbering Mouther**
*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 mouther 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 mouther can attempt to swallow a grappled opponent of Medium or smaller size by making a successful grapple check. (The gibbering mouther doesn’t actually “swallow” the opponent—it engulfs it within its amorphous form—but the effect is essentially the same.) Once inside, the gibbering mouther can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouther (same AC).

The gibbering mouther’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.

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**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*.

**Lammasu**  
*Monster Manual*, page 165

Delete the paragraph describing a breath weapon.

**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.

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**Swarms**  

The bat swarm and spider swarm are immune to weapon damage. Hellwasp swarm has good maneuverability for its fly speed.

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**Zombie**  
*Monster Manual*, page 266

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

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

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**Monstrous Deities**

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

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**Favored Weapon**  
Annam (giants): unarmed attack  
Blighboolpoop (kuo-toa): pincer staff  
Callarduran Smoothhands (svirfneblin): battleaxe  
Deep Sashelas (aquatic elves): trident  
Diirinka (derro): dagger  
Eadro (locathahs, merfolk): shortspear  
Grollantor (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  
Laogzed (troglodytes): javelin  
Lolth (driders, drow): whip  
Maglubiyet (goblins, hobbgoblins): battleaxe  
Memnor (evil cloud giants): morningstar  
Mershauk (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
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