

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.

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).

Creatures

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

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

Angel, Solar

Monster Manual, page 12

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 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.

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 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, 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.

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.

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*.

Favored Weapon

Annam (giants): unarmed attack
Blibdoolpoolp (kuo-toa): pincer staff
Callarduran 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 (troglodytes): 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