

## MONSTERS

**p5:** Delete "medium-sized" from the definition of a humanoid.

**p5:** In the paragraph regarding experience points, delete "in parenthesis" from the sentence starting with "The number in parenthesis...."

**p6:** The experience examples on page 6 are wrong. In the first example, the 5HD creature with 25 hit points would be worth 205XP (base 80XP + 5XP per hit point). In the second example, the 4HD creature with the special ability would be worth 60XP (40XP base + 20XP for special ability) + 4XP per hit point.

**p6 (clarification):** In computing experience points for creatures not in the book, the bonus XP values for Type I, II, and III abilities stack. For example, the Treant has an XP value of 585+7. Base XP for a 7HD creature is 180 with Type I, II, and III bonuses of 90, 135, and 180XP. If only the highest bonus were to be used, XP for a Treant would be 360+7XP, leaving 225XP unaccounted for. Adding the Type I and Type II abilities together (90+135) happens to equal 225, which is the unaccounted XP.

**p8:** Aboleth - In the Special section of the creature stat block, "Psionics" should be "Spell-like Abilities".

**p8 (provisional):** Achaierai - No. Encountered is 5-8 (1d4+4). Solitary individuals are possible.

**p9:** Allip No. Encountered should be "1" instead of "solitary".

**p9:** Allip are Extraordinary Undead (semi-intelligent, with great power, as per p121 of the PHB).

**p9:** Giant Ants are size Small.

**p10 (provisional):** Ape - No. Encountered is 4-16.

**p10:** Arrowhawk - In the Movement rating, delete "perfect". This is a holdover from the SRD.

**p10 (clarification):** Assassin Vine surprise is an exception to the normal surprise rules, to make this creature hard to spot regardless of the searcher's wisdom.

**p11:** Baboon number appearing in the descriptive text is correct (10-40).

**p12-13 (clarification):** The Behir's breath weapon is treated as a *lightning bolt* in terms of damage (1d6 per level of the caster). Creature HD are used to determine caster level (see p4, HD description). Therefore, the breath weapon does 9d6 damage, save reduces damage by half.

**p14 (provisional):** Bugbears have a movement rate of 30ft., not 18ft.

**p14:** In the Bugbear entry, second paragraph, delete the last sentence.

**p15:** Chimera - In the Movement rating, delete "poor". This is a holdover from the SRD.

**p16:** Cloaker - In the Movement rating, delete "average". This is a holdover from the SRD.

**p17:** Couatl constriction damage is 2d8.

**p19 (provisional):** Dog (Coyote) - No. Encountered is 4-16.

**p19:** Doppelganger - Creature type should be "shapechanger".

**p20:** Under Languages and Magic, add the following sentence to the end of the paragraph, "If a dragon has spell-like abilities, it uses those abilities as if it were a wizard of a level equal to the age category (1-12) of the dragon."

**p20:** In the last sentence of the third paragraph of the first column, delete "and experience point value (Experience)" from the sentence. Experience point awards are based on the chart on p6, as noted in the Experience entry on p20, and in every dragon listing.

**p20:** In the section regarding Special Rules for Dragon Combat, the first sentence is wrong and should read, "Dragons do not add their full hit dice when making attack rolls; a dragon adds one-half of its hit dice plus its age category (1-12) to attack rolls."

**p20:** In the Breath Weapons description, last sentence before the chart, delete "They are able to breath" from the sentence. The sentence should start with the words "Breath weapons...."

**p21:** Black Dragon - The spell-like ability at age 11 should be *animal growth* 1/day.

**p21:** Black Dragon - In the first sentence of the *Charm Reptiles* description, delete "great wyrm" from the sentence and change the frequency to 1/day to coincide with the frequency given in the spell-like abilities section above it.

**p22:** Blue Dragons can burrow like an Ankheg.

**p23 (clarification):** Red Dragon - *Locate Object* can be used 1/day at Age 7, 2/day at Age 8, 3/day at Age 9.

**p26:** In the Copper Dragon age table, age 2 INT should be 12, not 121.

**p26:** Gold Dragon - The spell-like ability at age 11 should read "*Sun Burst*" instead of "*Wall of Sun Burst*".

**p30-31:** Elementals (all) - The creature type should be Elemental, not Extraplanar. Also, all elementals are only affected by magic weapons of +2 or better.

**p35 (provisional):** Frost Worm - The Frost Worm's vulnerability to fire inflicts 1.5x the normal damage.

**p38:** Ghosts - In the description of a ghost's incorporeal nature, delete references to silver weapons affecting ghosts. Only magical weapons affect ghosts.

**p43-44:** Golems - All golems except the iron golem are only affected by magic weapons of +2 or better. Iron golems are affected by weapons of +3 or better.

**p45:** Hag - No explanation of a Hag Eye is given. Insert the following text somewhere in the book:

**Hag Eye:** A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a *gem of seeing* or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

**pp38-41 (clarification):** The damage listing for giants for their attacks applies regardless of the weapon the giant uses.

**p44:** Gorgon - Breath weapon area of effect is a volume of 250 cubic feet.

**p48 (provisional):** Hell Hounds have a movement rate of 40ft., not 24ft.

**p48:** Hippogriff - In the Movement rating, delete "(fly, average)". This is a holdover from the SRD.

**p51:** Imp - No. Encountered: 1

**p51:** Invisible Stalker - No. Encountered: 1

**p52:** Kobold - Kobolds suffer a -1 penalty to attacks in bright light, due to their sensitivity to light.

**p52:** Kraken - No. Encountered: 1

**p55:** Lion - A lion's HD should be 5d8. Its creature type is Animal.

**p55:** Lizard, Giant - Giant Lizard creature type is Animal.

**p55:** Locothah - The drawing is of a Lizardfolk.

**pp56-57:** Lycanthropes - Creature type should be "shapechanger". All lycanthropes are able to regenerate at varying rates (see below) unless struck by weapons made of silver, in which case damage done by those weapons is not

regenerated. See the Troll entry (Monsters & Treasure, pages 80 and 81 for particulars of the Regeneration ability.)

- **Wererat:** 1 point per round
- **Wereboar, Werewolf:** 2 points per round
- **Werebear, Weretiger:** 3 points per round

All lycanthropes are missing a description of their hybrid form. Somewhere in the book, add the following:

**Hybrid form:** The lycanthrope can assume a hybrid form that is a mix of its humanoid and animal forms. Hybrids have hands and can use weapons, but can also attack with its teeth and claws. Lycanthropes in hybrid form retain their human intelligence and can use all the abilities the human form and animal form possess. Lycanthropes in hybrid form can spread the disease with their bite.

**p58:** Lynx, Giant - Creature type is Animal.

**p60:** Mummies are Extraordinary Undead (semi-intelligent, with great power, as per p121 of the PHB).

**p63:** Ogre - No. Encountered: 2-20 (family units of 20, second column, top, p63)

**p64:** Ooze (Black Pudding) - Black pudding is size large, not huge.

**p64:** Orc - Orcs suffer a -1 penalty to attack rolls in bright light due to their sensitivity to light.

No XP example for an Orcish spellcaster is given. Here's an example.

**Example:** An Orcish spellcaster with 5 1st level, 3 2nd level, 3 3rd level, and 1 4th level spell has the maximum of 24 spell levels. The Castle Keeper selects these spells from both the cleric and wizard spell lists, and they are permanently fixed. The 1st level spells increase the shaman's XP by 500 (5x100). The 2nd level spells increase the shaman's XP by 600 (3x200). The 3rd level spells increase the shaman's XP by 900 (3x300), and the 4th level spell increases it by 400.

**p65:** Otyugh - Delete Light Vulnerability from the list of special abilities.

**p65:** The creature type for an owlbear does not appear in its entry. Owlbears are beasts.

**p71:** Sahuagin - No. Encountered: 20-80 (1st full paragraph, second column, p71)

**p71-72 (provisional):** Salamander - The Salamander's vulnerability to cold inflicts 2x the normal damage.

**p72:** Shadow - In the Combat section, replace the last sentence with the following, "They are incorporeal, and are only affected by physical attacks using magical weapons."

Shadows are Extraordinary Undead (semi-intelligent, with great power, as per p121 of the PHB).

**p75:** Spectre - In the first sentence under Energy Drain, delete "must succeed at a constitution save or" from the sentence. There is no saving throw versus level drain.

**p79:** Tiger - Creature type is Animal.

**p79:** Toad, Giant - Creature type is Animal.

**p80 (provisional):** The River Troll should have 7d8 HD, while the Hill troll has 9d8 HD. The 6d8 HD is a leftover from the SRD.

**pp81-82:** Vampire - Remove Turn Resistance from the list of special abilities for a vampire.

The text for Create Spawn doesn't really give parameters for the spawn. Replace the text with the following:

**Create Spawn:** A human victim killed by the vampire's blood drain can be brought back to unlife, under the control of the slaying vampire. The slaying vampire must want to use this ability; it is not automatic. A creature affected loses all abilities, and gains the statistics of a spawn. Spawn created in this way have 4 hit dice instead of 8, a movement rate of 30 feet, only have physical saves, and have the following special abilities: Blood Drain, Energy Drain, Regeneration 1, Electrical Resistance (half). If the controlling vampire is destroyed, the spawn becomes a full vampire with the normal statistics.

**p82:** Wight - In the Combat section, add the following sentence, "Wights are only affected by physical attacks using magical weapons."

**p83:** Will-O'-Wisp - In the Movement rating, delete "perfect". This is a holdover from the SRD.

**p85:** Zombie - XP is 15+2.

## TREASURE

**p88 (provisional):** The cost of manufacturing potions is 200gp + 100gp per level of the spell.

In creating a formula, the amount of time should be in days, so  $1d6 \times \text{spell level} = \text{number of days to create the formula}$ .

**p89:** Calculating Magic Item Gold Piece Values Table - The prices for a single lesser ability and a single greater ability are in gold pieces.

**p89:** In the Mithral entry, fourth sentence, Adamantine should be Mithral.

**p94:** In Table 2.0, the first entry should be 01-10 instead of 1-10.

**p98:** In table 4.3D, the single asterisk should have CKs rolling on table 4.3B, not 4.3C as shown in the book.

**p100:** In Table 4.5D, the ESP column header should be EXP.

**p101:** In Table 4.7, the *staff of evocation* has an EXP value of 7,880 (the zero is missing).

**p104:** +1 *Plate Armor of the Fathom* should be +1 *Plate Armor of the Deep*.

**p109:** In the *Handy Haversack*, the letters "ck" in Haversack are not in bold.

**p110 (provisional):** *Horn of the Triton* should be renamed *Horn of the Merman* (Merfolk?) as Tritons do not appear in Monsters & Treasure. Consequently, only a Merman should be able to utilize the Horn 3/day.

**p119:** *Staff of Power* - Delete all instances of (heightened to 5th level) found in the description.

**p124 (provisional):** *Orb of Dragonkind* - Delete "and breath weapon abilities" from the power description of the Gold Orb.

**p124:** *Shield of the Sun* - Change all instances of paladin to cleric.

**p126:** Poisons - In the second paragraph of the first column, delete the following sentence: "The saving throw is adjusted by constitution modifiers, but not level, unless one has a constitution prime." All saving throws are adjusted by level (p111 of the PHB).

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