

Monster Manual

Updated 8/11/08

Update version 3

Effect [Revision]

Monster Manual, page 7

Replace the second sentence of the third paragraph with the following:
“Resistance doesn’t reduce damage unless the target has resistance to each type of damage from the attack, and then only the weakest of the resistances applies.”

Angel of Battle [Revision]

Monster Manual, page 14

Replace “HP 296” with “HP 148” and “Bloodied 148” with “Bloodied 74.”

Cave Bear [Revision]

Monster Manual, page 29

Replace the claw damage: “1d8 + 5 damage” with “2d8 + 5 damage.”
Replace the *cave bear frenzy* damage: “1d8 + 5 damage” with “2d8 + 5 damage.”

Eye of Flame [Revision]

Monster Manual, page 32

Replace “HP 240” with “HP 204.”

Feymire Crocodile [Revision]

Monster Manual, page 45

In *swallow*, replace “restrained” with “dazed and restrained”.

Replace the second sentence with “The only attacks the swallowed target can make are basic attacks.”

Evistro [Revision]

Monster Manual, page 54

Replace the claws damage: “1d8 + 5 damage” with “1d12 + 5 damage.”

Mezzodemon [Revision]

Monster Manual, page 58

Replace “Large” with “Medium” on the second line of the statistics block.

Imp [Addition]

Monster Manual, page 63

Add “Reach 0” to both of the creature’s attacks.

Ancient Blue Dragon [Revision]

Monster Manual, page 79

In the dragon's *wingclap* attack, replace "This attack does not provoke opportunity attacks" with "This movement does not provoke opportunity attacks".

Pseudodragon [Revision]

Monster Manual, page 91

Replace "Tiny" with "Small" for the creature's size.

Drow Warrior [Revision]

Monster Manual, page 94

Replace the rapier attack's "(X2)" with "and the drow warrior makes a secondary attack against the same target. *Secondary Attack*: +13 vs. Fortitude; see *drow poison* for the effect."

Efreet Cinderlord [Deletion]

Monster Manual, page 98

In the efreet's *fan the flames* attack, delete "Area burst 2 centered on target;".

Efreet Karadjin [Revision]

Monster Manual, page 100

Replace the attack bonus of *scimitar of horrendous flame*: "+27" with "+35."

Ettercap Fang Guard [Revision]

Monster Manual, page 107

In the ettercap's *web reaper* ability, replace "restrained and immobilized" with "restrained or immobilized".

Death Giant [Revision]

Monster Manual, page 120

Replace the greataxe damage: "2d6 + 9 damage" with "4d6 + 9 damage."

Hill Giant [Revision]

Monster Manual, page 121

Replace the greatclub damage: "1d10 + 5 damage" with "2d10 + 7 damage."

Githyanki Warrior [Deletion]

Monster Manual, page 128

In the githyanki's *telekinetic grasp* attack, delete "sustain minor;".

Gnome Arcanist [Deletion]

Monster Manual, page 134

In *aura of illusion*, delete "and can hide in the aura".

Goblin Underboss [Addition]

Monster Manual, page 138

Add "Saving Throws +2"

Add "Actions Points 1"

Kobold [Addition]

Monster Manual, page 167–169

In the second line of all the kobold statistics blocks, add the reptile keyword.

Filth Fever [Revision]

Monster Manual, page 180

Replace "Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Moon Frenzy [Revision]

Monster Manual, page 181

Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 19, maintain DC 14, worsen DC 13 or lower".

Mind Flayers [Addition]

Monster Manual, page 188

In the third line of both mind flayer statistics blocks, add "darkvision" after the Perception bonus.

Mummy Rot (Mummy Guardian) [Revision]

Monster Manual, page 192

Replace "Endurance stable DC 20, improve 24" with "Endurance improve DC 20, maintain DC 15, worsen DC 14 or lower".

Mummy Rot (Mummy Lord) [Revision]

Monster Manual, page 192

Replace "Endurance stable DC 22, improve 26" with "Endurance improve DC 23, maintain DC 18, worsen DC 17 or lower".

Mummy Rot (Giant Mummy) [Revision]

Monster Manual, page 192

Replace "Endurance stable DC 33, improve 37" with "Endurance improve DC 29, maintain DC 24, worsen DC 23 or lower".

Ogre Savage [Revision]

Monster Manual, page 199

Replace the greatclub damage: "1d10 + 5 damage" with "2d10 + 5 damage."

Oni Night Haunter [Revision/Addition]

Monster Manual, page 200

Replace "(no save)" in *hypnotic breath* with "(save ends)."

Gelatinous Cube [Revision/Addition]

Monster Manual, page 202

Replace the slam damage: "1d6 + 2 damage" with "2d6 + 2 damage."

Add the melee attack symbol to *engulf*.

Aspect of Orcus [Revision]

Monster Manual, page 208

Replace *skull mace* damage: "1d10 + 10 damage" with "2d10 + 5 damage."

Filth Fever [Revision]

Monster Manual, page 211

Replace "Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Purple Worm [Revision]

Monster Manual, page 214

In *swallow*, replace "restrained" with "dazed and restrained".

Replace the second sentence with "The only attacks the swallowed target can make are basic attacks."

Elder Purple Worm [Revision]

Monster Manual, page 214

In *swallow*, replace "restrained" with "dazed and restrained".

Replace the second sentence with "The only attacks the swallowed target can make are basic attacks."

Filth Fever [Revision]

Monster Manual, page 219

Replace "Endurance stable DC 16, improve 21" with "Endurance improve DC 16, maintain DC 11, worsen DC 10 or lower".

Shadar-kai Gloomblade [Revision]

Monster Manual, page 230

Replace "shadowmail" in the Equipment line with "chainmail."

Chaos Plague [Revision]

Monster Manual, page 239

Replace "Endurance stable DC 26, improve 31" with "Endurance improve DC 25, maintain DC 20, worsen DC 19 or lower".

Shadowraven Swarm [Revision]

Monster Manual, page 243

Replace the third line of the statistics block with the following:

“Initiative +20 **Senses** Perception +14; darkvision

Troglodyte Warrior [Revision]

Monster Manual, page 252

Replace “Large” with “Medium” on the second line of the statistics block.

Yuan-Ti Malison Sharp-Eye Tactics [Revision]

Monster Manual, page 269

Replace the second sentence with “Its *chameleon defense* helps it remain hidden during an encounter.”

Aura [Deletion]

Monster Manual, page 280

Remove “and effects imposed by an aura last until the end of the affected creatures’ next turn unless otherwise stated.”

The tables below track the changes to each release of the update document.

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