

MONSTER MANUAL ERRATA

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Correction 5-6A:

Magic Resistance: "Thus a magic resistance of 95% means that a 10th level magic-user has no possibility of affecting the monster with a spell, while a 12th level magic-user has a 10% chance."

Addition 9A:

Beetle, Giant. Statistics for the Stag beetle:

FREQUENCY: Common

NO. APPEARING: 2-12

ARMOR CLASS: 3

MOVE: 6"

HIT DICE: 7

% N LAIR: Nil

TREASURE TYPE: Nil

NO. OF AI-TACKS: 3

DAMAGE/ATTACK: 4-16/1-10/1-10

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: Nil

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: L (10' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

Correction 9B:

Bombardier Beetle: Cross out the second and third lines. They should read, "This beetle is usually found in wooded areas above ground. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs. If this beetle is attacked or disturbed there is a 50% chance each melee round that it will turn its rear towards . . ." etc. The remainder of the paragraph is correct.

Addition 10A:

Beholder: MAGIC RESISTANCE: Special. This refers to the monster eleventh eye. The Anti-Magic Ray can be used to protect the Beholder from magic of all forms.

Correction 11A:

Warhog: DAMAGE/ATTACK: 2-8/2-8.

Correction 11B:

Brownie: ARMOR CLASS: 3.

Correction 12A:

Bull: NUMBER APPEARING: 1-20.

Addition 17A:

Demon, Orcus: The information about his tail should read, "Additionally his tail has a virulent poison sting (-4 on all saving throws against poison), and his tail strikes with an 18 dexterity which does 2-8 hit points each time it hits."

Correction 18A:

Demon, Succubus: ARMOR CLASS should be 0.

Addition 188:

Demon, Type I: The name (Vrock) should be placed after Type I.

Addition 18C:

Demon, Type II: The name (Hezrou) should follow Type II.

Addition 18D:

Demon, Type III: The name (Glabrezu) should follow Type III. The DAMAGE/ATTACK should read 2-12/2-12/1-3/1-3/2-5.

Correction 19A:

Demon, Type IV: The ARMOR CLASS should be -1. The sentence concerning special abilities should read, "They have these other abilities which can be employed one per melee round . . ."

Correction 19B:

Demon, Type V: The ARMOR CLASS should be -7/-5.

Correction 19C:

Demon, Type VI: The ARMOR CLASS should read -2.

Correction 21 A:

Devil, Boalzebul: NO. OF ATTACKS: 1 bite
DAMAGE/ATTACK: 2-12 + poison.

Correction 22A:

Devil, Geryon: SPECIAL DEFENSES: + 2 or better weapon to hit.

Correction 22B:

Devil, Horned: ARMOR CLASS: -5
HIT DICE: 5 + 5
SPECIAL DEFENSES: + 1 or better weapon to hit.

Correction 22C:

Devil, Ice: ARMOR CLASS: -4
SPECIAL DEFENSES: + 2 or better weapon to hit.

Correction 23A:

Devil, Pit Fiend: ARMOR CLASS: -3
SPECIAL DEFENSES: + 2 or better weapon to hit.

Correction 25A:

Dinosaur, Ceratoraurus: INTELLIGENCE: Non-
ALIGNMENT: Neutral

Correction 27A:

Dinosaur, Stegosaurus: ARMOR CLASS: 2/5.

Correction 27B:

Dinosaur, Teratosaurus: NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/3-18

Correction 28A:

Dinosaur, Triceratops: DAMAGE/ATTACK: 1-8/1-12/1-12

Correction 28B:

Displacer Beast: DAMAGE/ATTACK: 2-8/2-8

Correction 29A:

Dragon: The second sentence of the introduction should read, "Two sorts of dragons (the Chromatic Dragon and the Platinum Dragon) are singular individuals, and there are no others of their type."

Correction 32A:

Dragon, Chromatic: DAMAGE/ATTACK: 2-16/3-18/2-20/3-24/3-30/1-6
In the 3rd paragraph, the second sentence should be changed to say, "If her body takes more than 48 points of damage she is dispelled to her own plane of Hell (or slain if fought in Hell) just as any other devil."

Correction 33A:

Dragon, Gold: The description of attack modes should read, "The attack of a gold dragon can be a claw/claw/bite routine or one of two breath weapons — fire in a 9" X 3" cone, or chlorine gas in a 5" x 4" x 3" cloud."

Correction 36A:

Eagle, Giant: The last sentence should read, "They can carry up to 2000 gold pieces at half speed."

Correction 39A:

Elf: Strike the asterisk and footnote found in the statistics so that the following listings read, "PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil."

Correction 40A:

Ettin: DAMAGE/ATTACK: 2-16/3-18.

Correction 41A:

Frog, Giant: SIZE: S to M (6').

Correction 41B:

Frog, Killer: HIT DICE: 1 + 4.

Correction 44A:

Giant: The sentence about giant strength found in the introduction should read, "All giants are very strong, with strengths ranging from 19 to 24 as compared to humans."

Correction 44B:

Giant, Cloud: ARMOR CLASS: 2.

Correction 44C:

Giant, Fire: ARMOR CLASS: 3.

Correction 45A:

Giant, Stone: ARMOR CLASS: 0.

Correction 45B:

Giant, Storm: ARMOR CLASS: 1.

Correction 46A:

Gnome: HIT DICE: 1

Addition 47A:

Goblin: TREASURE IN LAIR: C.

Correction 47B:

Golem, Clay: The sentence concerning the spells required should read, "It requires a resurrection spell, an animate objects spell, a commune spell, a prayer spell, and a bless spell."

Correction 48A:

Golem, Flesh: MOVE: 9".

Correction 49A:

Gray Ooze: The final sentence should read, "After losing its psionic attack the gray ooze can be psionically attacked."

Correction 51A:

Hell Hound: DAMAGE/ATTACK: 1-10.

Correction 54A:

Intellect Devourer: HIT DICE: 6 + 6

Correction 55A:

Ixitxachtl: The description of leaders should read, "If more than 50 are encountered there will be these additional ixitxachtl with the group: a leader with 8th level clerical spell ability and quadruple normal hit dice, two guards with 6th level clerical spell ability and triple normal hit dice."

Correction 60A:

Leopard: SPECIAL ATTACKS: Rear claws for 1-4/1-4
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard.

Correction 62A:

Lurker Above: The sentence describing the monster's special attacks should read, "This constriction causes 1-6 points of damage per round, and the victims will smother in 2-5 rounds in any event unless they kill the lurker' and break free."

Correction 63A:

Wererat: SIZE: S-M

Correction 73A:

Naga, Spirit: In the section describing the spirit naga, the sentence describing its magical attack should read, "In addition to a poisonous bite for 1-3 hit points damage, these monsters can permanently charm (as a charm spell) any humanoid creature that meets the gaze of these monsters unless a saving throw vs. paralyzation is made."

Correction 75A:

Ogre: The sentence describing leaders should read, "If 11 or more ogres are encountered, there will be one who is a leader (armor class 3, 30-33 hit points, attacking as a 7 hit dice creature and from 2-12 hit points

Correction 76A:

Orc: DAMAGE/ATTACK: 1-8 or by weapon type
Fourth paragraph (orc lairs are underground . . . etc.), third sentence should read, "A chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 4 hit dice)."

Correction 78A:

Piercer: MAGIC RESISTANCE: Standard.

Correction 79A:

Portuguese Man-O-War: MAGIC RESISTANCE: Standard.

Correction 83A:

Roper: In the section describing the roper's special attacks, the sentence giving the chances for breaking free should read, "The chance for breaking a strand is the same as opening a door, but every round the roper will drag its victim 10' closer."

Correction 838:

Rust Monster: NO. OF ATTACKS: 2
DAMAGE/ATTACK is still Nil. This monster eats only metal objects , it will not physically harm an adventurer.

Correction 92A:

Stirge: The first sentence of the second paragraph should read, " Stirges attack as if they were creatures were of 4-hit dice rather than 1 + 1"

Correction 94A:

Titan: MOVE: 21" or 15"
The larger titans move slower than the lesser ones.

Correction 95A:

Toad, Giant: MOVE: 6" + 6" hop

Correction 95B:

Toad, Poisonous: MOVE: 6" + 6" hop

Correction 97A:

Troll: DAMAGE/ATTACK: 5-8/5-8/2-12
The explanation of regeneration in the second paragraph should read, "Regeneration repairs damage at 3 hit points per round; this regeneration includes the rebonding of severed members."

Correction 98A:

Umber Hulk: HIT DICE: 8 + 8

Correction 99A:

Vampire: In the seventh paragraph describing how a vampire may be slain, the third sentence should read, "The vampire loses one-third of its hit points per round of immersion."

Correction 100A:

Wight: In the second paragraph, cross out the portion of the third sentence that reads, "Plus the hit die for the level drained." The sentence should read, "The creature so hit, loses both the hit points of damage scored (1-4), plus a level of ability, i.e., a 9th level character struck by a wight becomes 8th level."

Correction 101A:

Wolf, Dire: SIZE: M (l)

Correction 102A:

Wraith: Cross out, "% IN DICE: 5 + 3."

Correction 102B:

Xorn: NO. OF ATTACKS: 4.

Correction 103A:

Yeti: The second paragraph, last sentence, should read, "For each level above first add 5% chance of spotting a Yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one."