

Monster Manual III Errata

When the text within a product contradicts itself, our general policy is that the primary source (actual rules text) is correct and any secondary reference (such as in a monster's statistics block) is incorrect. Exceptions to the rule will be called out specifically.

Page 9: Arcane Ooze

Changes to the stat block for the arcane ooze:

Base Attack/Grapple: +11/+25

Attack: Slam +15 melee (2d6+9 plus 2d6 acid)

Full Attack: Slam +15 melee (2d6+9 plus 2d6 acid)

Skills: Climb +14

Page 11: Armand

Changes to the stat block for the armand:

Attack: Claw +10 melee (1d4)

Full Attack: 2 claws +10 melee (1d4)

Changes to the stat block for the armand warden:

Hit Dice: 5d8+20 plus 4d8+16 (74 hp)

Attack: Unarmed +14 melee (1d6+2)

Full Attack: Unarmed +14/+9 melee (1d6+2) or flurry of blows +12/+12/+7 melee (1d6+2)

Page 19: Bonedrinker, Lesser

Changes to the stat block for the lesser bonedrinker:

Initiative: +4

Base Attack/Grapple: +3/+1

Attack: Tentacle +6 melee (1d8+2)

Full Attack: 2 tentacles +6 melee (1d8+2) and 2 claws +1 melee (1d6+1)

Page 31: Conflagration Ooze

Changes to the stat block for the conflagration ooze:

Armor Class: 22 (–2 size, +14 natural), touch 8, flat-footed 22

Page 33: Deathshrieker

Changes to the stat block for the deathshrieker:

Attack: Incorporeal touch +16 melee (1d4 Cha drain)

Full Attack: Incorporeal touch +16/+11 melee (1d4 Cha drain)

Treasure: Standard

Changes to the stat block for the advanced deathshrieker:

Attack: Incorporeal touch +20 melee (1d4 Cha drain)

Full Attack: Incorporeal touch +20/+15/+10 melee (1d4 Cha drain)

Treasure: Standard

Page 46: Drowned

Changes to the stat block for the drowned:

Challenge Rating: 9

Page 47: Dust Wight

Changes to the stat block for the dust wight:

Advancement: 17–18 HD (Large); 19–24 HD (Huge)

Page 51: Feral Yowler

Changes to the stat block for the feral yowler:

Attack: Bite +8 melee (1d8+7)*

Full Attack: Bite +8 melee (1d8+7)* and 2 claws +3 melee (1d6+5)*

Page 54: Giant, Death

Changes to the stat block for the death giant:

Initiative: +1

Page 57: Giant, Eldritch

Changes to the stat block for the eldritch giant:

Hit Dice: 25d8+225 (337 hp)

Changes to the stat block for the eldritch giant confessor:

Hit Dice: 25d8+275 plus 11d8+121 (558 hp)

Attack: Bastard sword +42 melee (3d8+17/17–20)

Full Attack: Bastard sword +42/+37/+32/+27 melee (3d8+17/17–20)

Abilities: Dex 12

Alignment: Usually neutral evil

Pages 58–59: Giant, Sand

The sand giant champion's sand blaster ability has a DC of 24, not 25 as listed.

Changes to the stat block for the sand giant champion:

Base Attack/Grapple: +16/+31

Page 61: Glaistig

Changes to the stat block for the glaistig mindbender:

Armor Class: 21 (+3 Dex, +4 natural, +2 bracers of armor +2, +2 ring of protection +2), touch 15, flat-footed 18

Page 65: Goblin, Forestkith

Changes to the stat block for the forestkith goblin:

Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)

Full Attack: Bite +3 melee (1d4+1) or masterwork net +5 ranged (see text)

Changes to the stat block for the forestkith goblin barbarian:

Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)

Full Attack: Greataxe +5 melee (1d10+3/x3) or masterwork net +5 ranged (see text)

Page 69: Golem, Hangman

Changes to the stat block for the hangman golem:

Hit Dice: 18d10+30 (129 hp)

Page 70: Golem, Mud

Changes to the stat block for the mud golem:

Attack: Slam +17 melee (2d10+7)

Full Attack: 2 slams +17 melee (2d10+7)

Page 71: Golem, Prismatic

Changes to the stat block for the prismatic golem:

Attack: Incorporeal touch +25 melee (prismatic touch)

Full Attack: 2 incorporeal touches +25 melee (prismatic touch)

Page 73: Golem, Shadesteel

Changes to the stat block for the shadesteel golem:

Armor Class: 33 (+3 Dex, +20 natural), touch 13, flat-footed 30

Page 74: Golem, Web

Changes to the stat block for the web golem:

Attack: Slam +12 melee (2d10+5)

Full Attack: 2 slams +12 melee (2d10+5) and bite +7 melee (1d6+2 plus poison)

Page 81: Harpoon Spider

Changes to the stat block for the dread harpoon spider:

Hit Dice: 9d8+63 (103 hp)

Also, add Improved Toughness to the dread harpoon spider's list of feats.

Page 82: Harssaf

The harssaf's sand pulse ability has a DC of 16, not 15 as indicated in the ability's descriptive text.

Page 84: Ironclad Mauler

In the second paragraph of the creature's sickening aura ability, the first sentence should read as follows:

Undead **and constructs** are immune to this aura.

Page 92: Living Spell, Glitterfire

Changes to the stat block for the glitterfire:

Armor Class: 13 (+3 deflection), touch 13, flat-footed 13

Page 97: Lizardfolk, Poison Dusk

Changes to the stat block for the poison dusk lizardfolk:

Hit Dice: 1d8+1 (9 hp)

Changes to the stat block for the poison dusk lizardfolk ranger:

Initiative: +3

Attack: Claw +7 melee (1d3+2) or longspear +7 melee (1d6+3/x3) or masterwork longbow +9 ranged (1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)

Full Attack: Claw +7 melee (1d3+2) or longspear +7 melee (1d6+3/x3) or masterwork longbow +7/+7 ranged

(1d6/x3) or bola +8 ranged (1d3+2 nonlethal or ranged trip)

Page 101: Mastadon

Changes to the stat block for the mastadon:

Full Attack: Slam +20 melee (2d8+11) and 2 stamps +15 melee (2d6+5); or gore +20 melee (3d8+16)

Page 107: Mivilorn

Changes to the stat block for the mivilorn elite demon warmount:

Initiative: +0

Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*

Full Attack: Bite +25 melee (6d6+33/19–20 plus 2d4 acid)*

Also, the DCs for the elite demon warmount's breath weapon and charging bite abilities should be 25, not 26.

Page 110: Night Twist

Remove "Survival +17" from the Skills line of the stat block.

Also, the range of the night twist's despair song ability is 50 feet per HD, not 5 miles per HD.

Pages 114–115: Odopi

Changes to the stat block for the odopi:

Attack: Claw +15 melee (4d6+12/19–20)*

Full Attack: Claw +15 melee (4d6+12/19–20)* or 4 stones +19 ranged (1d6+7)

Changes to the stat block for the elder odopi:

Base Attack/Grapple: +22/+45

Attack: Claw +24 melee (6d6+16/19–20)*

Full Attack: Claw +24 melee (6d6+16/19–20)* or 4 stones +24 ranged (1d6+11)

Page 117: Ogre, Skullcrusher

Changes to the stat block for the skullcrusher ogre sergeant:

Initiative: +1

Attack: Bastard sword +18 melee (2d8+9/17–20) or shield bash +17 melee (1d8+4) or lance +17 melee (2d6+9/x3) or rock +10 ranged (2d6+9)

Page 124: Plague Brush

Changes to the stat block for the plague brush:

Base Attack: +22/+50

Attack: Slam +26 melee (2d8+18)

Full Attack: Slam +26 melee (2d8+18)

Page 129: Quaraphon

Changes to the stat block for the quaraphon bully:

Attack: +1 *greatclub* +15 melee (2d8+17/19–20) or masterwork composite longbow +12 ranged (2d6+4/x3) or bite +14 melee (1d6+10)*

Also, change the feat Improved Natural Weapon (bite) to Improved Natural **Attack** (bite).

Page 131: Rage Drake

Changes to the stat block for the fiendish rage drake:

Initiative: +7

Base Attack: +21/+34

Also, the fiendish rage drake is missing a feat. It should have the Great Cleave feat.

Page 136: Rakshasa, Naztharune

Changes to the stat block for the naztharune rakshasa:

Armor Class: 24 (+5 Dex, +5 natural, +4 mithril shirt), touch 15, flat-footed 24

Page 139: Redcap

Changes to the stat block for the young redcap:

Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)

Full Attack: Medium scythe +3 melee (2d4+7/x4)* or Medium sling +5 ranged (1d6+3)

Page 140: Rejkar

Changes to the stat block for the rejkar:

Full Attack: Gore +7 melee (1d8+4 or Powerful Charge 1d8+4 plus 2d6)

Page 143: Rot Reaper

Changes to the stat block for the rot reaver necrothane:

Armor Class: 29 (+1 Dex, +7 natural, +9 +1 full plate, +1 Two-Weapon Defense feat), touch 12, flat-footed 27

Page 146: Salt Mummy

Changes to the stat block for the salt mummy:

Hit Dice: 12d12 plus 36 (114 hp)

Armor Class: 18 (–1 Dex, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +6/+14

Page 149: Seryulin

Changes to the stat block for the seryulin:

Environment: Aquatic

Changes to the stat block for the greater seryulin:

Initiative: +5

Environment: Aquatic

Also, the great seryulin is missing a feat. It should have Improved Overrun.

Page 153: Shredstorm

Changes to the stat block for the shredstorm:

Speed: Fly 90 ft. (perfect) (18 squares)

Page 154–155: Shrieking Terror

The shrieking terror's kiss special ability has an attack bonus of +15, not +12 as indicated in the ability's description.

Changes to the stat block for the ten-headed shrieking terror:

Skills: Hide +2, Listen +7, Move Silently +5, Spot +21

Lastly, replace the ten-headed terror's Weapon Finesse feat with Alertness.

Page 157: Siege Crab

Changes to the stat block for the siege crab:

Armor Class: 37 (–4 size, –2 Dex, +23 natural, +10 deflection), touch 14, flat-footed 37

Changes to the stat block for the greater siege crab:

Attack: Claw +30 melee (2d10+14)

Full Attack: 4 claws +30 melee (2d10+14)

Page 159: Slaughterstone Behemoth

Changes to the stat block for the slaughterstone behemoth:

Initiative: +0

Speed: 20 ft. (4 squares)

Page 160: Slaughterstone Eviscerator

Changes to the stat block for the slaughterstone eviscerator:

Initiative: +0

Base Attack: +11/+24

Attack: +2 adamantine blade +21 melee (2d8+11/18–20/x3)

Full Attack: 4 +2 adamantine blades +21 melee (2d8+11/18–20/x3)

Page 166: Ssvaklor

Changes to the stat block for the greater ssvaklor:

Advancement: 31–45 HD (Huge)

Page 174: Topiary Guardian, Triceratops

Changes to the stat block for the triceratops topiary guardian:

Full Attack: Gore +24 melee (4d6+16 or Powerful Charge 7d6+16)

Page 176: Trilloch

Changes to the stat block for the trilloch:

Base Attack/Grapple: +8/—

Also, the trilloch's control rage ability has a DC of 18, not 19 as indicated in the description of the ability.

Page 181: Troll, War

Changes to the stat block for the war troll:

Hit Dice: 12d8+108 (162 hp)

Page 183: Vasuthant

Changes to the stat block for the horrific vasuthant:

Armor Class: 24 (–2 size, +6 Dex, +10 natural), touch 14, flat-footed 18

Base Attack/Grapple: +12/+35

Page 184: Vermin Lord

Changes to the stat block for the vermin lord:

Base Attack/Grapple: +25/+34

Page 197: Woodling

Additions to the stat block for the woodling monitor lizard:

Treasure: None

Alignment: Always neutral

Changes to the stat block for Autumn, the woodling druid:

Attack: +1 *scimitar* +9 melee (1d6+2/18–20) or slam +7 melee (1d6+1)

Page 203: Yugoloth, Nycaloth

Changes to the stat block for the nycaloth:

Base Attack/Grapple: +14/+23

Changes to the stat block for the nycaloth commander:

Armor Class: 33 (–2 size, +2 Dex, +7 +2 *breastplate*, +16 natural), touch 10, flat-footed 31

Page 205: Zezir

The save DC for the zezir's flammable spray ability should be 20, not 18 as indicated in the ability's description.