

# Monster Manual®

Updated 1/09

Update version 4

## **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;".

**Githzerai Mindmage [Revision]****Monster Manual, page 131**

In the githzerai's *accurate mind* ability, replace "total cover" with "superior cover".

**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"

**Night Hag [Revision]****Monster Manual, page 151**

In the night hag's statistics block, replace "no save" in the *wave of sleep* power with "save ends".

**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 Hunter [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**

Replace the *swallow* attack text with the following:

The purple worm tries to swallow a bloodied Medium or smaller creature it is grabbing: +21 vs. Fortitude; the target is swallowed. The swallowed target is inside the purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the purple worm's turns, the swallowed target takes 10 damage plus 10 acid damage. When the purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the purple worm's former space.

**Elder Purple Worm [Revision]**  
**Monster Manual, page 214**

Replace the *swallow* attack text with the following:

The elder purple worm tries to swallow a bloodied Large or smaller creature it is grabbing: +29 vs. Fortitude; the target is swallowed. The swallowed target is inside the elder purple worm and is dazed and restrained until it is no longer swallowed. The swallowed target has line of sight and line of effect only to the elder purple worm, and no creature has line of sight or line of effect to the swallowed target. The only attacks the swallowed target can make are basic attacks. At the start of each of the elder purple worm's turns, the swallowed target takes 20 damage plus 20 acid damage. When the elder purple worm dies, the target is no longer swallowed and can escape as a move action, appearing in the elder purple worm's former space.

**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**

In *veil of shadows*, replace the first sentence with "The shadar-kai gloomblade turns invisible until the end of his turn and moves his speed."

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

**Shadar-kai Warrior [Revision]**  
**Monster Manual, page 231**

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."

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