



A Guide and Rules System for Fantasy Roleplaying
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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: 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 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 wurm" 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.

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

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.

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: Kraken - No. Encountered: 1

p55: Lion - A lion's HD should be 5d8.

p55: Locothah - The drawing is of a Lizardfolk.

pp56-57: Lycanthropes - Creature type should be "shapechanger". Also, 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.

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, 2d column, top, p63)

p64: 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: The creature type for an owlbear does not appear in its entry. Owlbears are beasts.

p71: Sahuagin - No. Encountered: 20-80 (1st full paragraph, 2d column, p71)

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

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: If a vampire consciously chooses, it can drain a human victim and bring the deceased under its control as a spawn. The victim is treated as a vampire of Hit Dice equal to its level. Up to 16 Hit Dice of spawn can be controlled at one time, other spawn above this limit becoming free willed.

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 x spell level = 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.

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

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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