

# MONSTER MANUAL ERRATA

This document corrects and clarifies some text in the fifth edition *Monster Manual*. Recent printings of the book, starting with the third, include these changes.

## GLOBAL

**Damage Resistances/Immunities.** Throughout the book, instances of “nonmagical weapons” in Damage Resistances/Immunities entries have been replaced with “nonmagical attacks.”

## INTRODUCTION

**Vulnerabilities, Resistances, and Immunities (p. 8).** The second and third sentences now read as follows: “Particular creatures are even resistant or immune to damage from nonmagical attacks (a magical attack is an attack delivered by a spell, a magic item, or another magical source). In addition, some creatures are immune to certain conditions.”

**Spellcasting (p. 10).** The second paragraph ends with a new sentence: “The monster is considered a member of that class when attuning to or using a magic item that requires membership in the class or access to its spell list.”

**Legendary Creatures (p. 11).** This section has been tightened up to include the following new rules:

- The opening has a new second paragraph: “If a creature assumes the form of a legendary creature, such as through a spell, it doesn’t gain that form’s legendary actions, lair actions, or regional effects.”
- The final sentence of the “Legendary Actions” section is now two sentences: “It can forgo using them, and it can’t use them while incapacitated or otherwise unable to take actions. If surprised, it can’t use them until after its first turn in the combat.”
- The final sentence of the “Lair Actions” section is now three sentences: “On initiative count 20 (losing all initiative ties), it can use one of its lair action options. It can’t do so while incapacitated or otherwise unable to take actions. If surprised, it can’t use one until after its first turn in the combat.”

## MONSTERS A TO Z

To aid reference, the following revisions are listed in alphabetical order by monster name. If a change is to a stat block, the name of the stat block entry is given, along with whatever changed in it.

**Aarakocra (p. 12).** Languages: added Aarakocra.

**Acolyte (p. 342).** Senses: passive Perception 12 [was 10].

**Adult Brass Dragon (p. 105).** Fire Breath: Avg. damage is 45 [was 49].

**Ancient Black Dragon (p. 87).** XP: 33,000 [was 27,500].

**Ancient Blue Dragon (p. 90).** XP: 50,000 [was 32,500].

**Ancient Brass Dragon (p. 104).** XP: 25,000 [was 24,500].

**Ancient Bronze Dragon (p. 107).** XP: 41,000 [was 30,000].

**Ancient Copper Dragon (p. 110).** XP: 33,000 [was 27,500].

**Ancient Gold Dragon (p. 113).** XP: 62,000 [was 36,500].

**Ancient Green Dragon (p. 93).** XP: 41,000 [was 30,000].

**Ancient Red Dragon (p. 97).** XP: 62,000 [was 36,500].

**Ancient Silver Dragon (p. 116).** XP: 50,000 [was 32,500].

**Ancient White Dragon (p. 100).** XP: 25,000 [was 24,500].

**Ankheg (p. 21).** Bite: Avg. damage is 10 [was 9].

**Assassin (p. 343).** Saving throws: Dex +6, Int +4 [each was 1 higher]. Skills: Acrobatics +6 [was +7], Deception +3 [was +4], Perception +3 [was +4], Stealth +9 [was +11]. Senses: passive Perception 13 [was 14]. Sneak Attack: Avg. damage is 14 [was 13]. Shortsword and light crossbow: +6 to hit [was +7].

**Banshee (p. 23).** Saving throws: Cha +5 [was +4].

**Barlgura (p. 56).** Speed: 40 ft., climb 40 ft. [each was 30 ft.].

**Beholder Zombie (p. 316).** Condition immunities: added prone.

**Cloud Giant (p. 154).** Saving throws: Con +10 [was +9].

**Cult Fanatic (p. 345).** Senses: passive Perception 11 [was 10].

**Death Knight (p. 47).** Added an “Undead Nature” section to its description: “A death knight doesn’t require air, food, drink, or sleep.”

**Deva (p. 16).** Skills: Insight +9 [was +7].

**Diseased Giant Rat (p. 327).** Bite: +4 to hit, 4 (1d4 + 2) damage [each was 1 lower].

**Dragon Turtle (p. 119).** Saving throws: Dex +6, Con +11, Wis +7 [each was 1 lower]. Bite, Claw, and Tail: +13 to hit [was +12].

**Drider (p. 120).** Longbow: range 150/600 ft. [was 120/600].

**Drow Elite Warrior (p. 128).** Shortsword: reach 5 ft. [was 10 ft.].

**Druid (p. 346).** Quarterstaff: 6 (1d8 + 2) damage with *shillelagh* [was 1d8].

**Elephant (p. 322).** Gore: 19 (3d8 + 6) [was 3d8 + 5]. Stomp: 22 (3d10 + 6) damage [was 3d10 + 5].

**Empyrean (p. 130).** XP: 50,000 [was 32,500].

**Ettercap (p. 131).** Web: the webbing is vulnerable to fire damage and immune to bludgeoning damage.

**Flameskull (p. 134).** Speed: it can hover. Condition immunities: added prone.

**Flying Sword (p. 20).** Speed: it can hover.

**Ghost (p. 147).** Speed: it can hover.

**Goblin Boss (p. 166).** Javelin: +2 to hit, 3 (1d6) damage [each was 2 higher].

**Gold Dragon Wyrmling (p. 115).** Saving throws: Con +5 [was +6].

**Gynosphinx (p. 282).** Skills: Arcana +12, History +12 [each was 2 higher], Perception +8, Religion +8 [each was 1 higher]. Senses: passive Perception 18 [was 19]. Spellcasting: spell save DC 16, +8 to hit with spell attacks [each was 1 higher]. Claw: +8 to hit [was 1 higher]. Teleport: up to 120 feet [was 12 feet].

**Guard (p. 347).** Spear: Added “or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.”

**Half-Dragon (p. 180).** Cut the Saving Throws line and the Parry ability from the stat block. Added the following about challenge rating: “To avoid recalculating the creature’s challenge rating, apply the template only to a creature that meets the optional prerequisite in the Breath Weapon table below. Otherwise, use the guidelines in the *Dungeon Master’s Guide* to recalculate the rating after you apply the template.”

Size	Breath Weapon	Optional Prerequisite
Large or smaller	As a wyrmling	Challenge 2 or higher
Huge	As a young dragon	Challenge 7 or higher
Gargantuan	As an adult dragon	Challenge 8 or higher

**Harpy (p. 181).** Luring song: “the target can take the Dash action on its turn to move ...” is now “the target must move on its turn ...”

**Horned Devil (p. 74).** Hit points: Avg. hit points is 148 [was 178]. We realized after the book went to print that we changed the wrong part of the entry—should be 178 (17d10 + 85).

**Intellect Devourer (p. 191).** Body thief: Appended this to the first sentence: “... that isn’t protected by protection from evil and good.” Later, “the host body drops to 0 hit points” is now “the host body dies.”

**Kraken (p. 197).** Saving throws: Str +17, Dex +7, Con +14, Int +13, Wis +11 [each was 1 higher]. Bite and Tentacle: +7 to hit [each was 1 higher].

**Kuo-toa Archpriest (p. 200).** Unarmed strike: 5 (1d4 + 3) [was 1d4 + 2].

**Magmin (p. 212).** Touch: “creature” is now “target.”

**Merrow (p. 219).** Senses: passive Perception 10 [was 12].

**Monodrone (p. 224).** Javelin: +2 to hit, 3 (1d6) damage [each was 1 higher].

**Night Hag (p. 178).** Innate spellcasting: spell save DC 14, +6 to hit with spell attacks [each was 1 lower]. Claws: +7 to hit [was +6].

**Noble (p. 348).** Senses: passive Perception 12 [was 10].

**Orc War Chief (p. 246).** Greataxe: One target [was one creature], and avg. damage is 15 [was 14].

**Otyugh (p. 248).** Tentacle slam: Constitution saving throw [was Strength saving throw].

**Quaggoth (p. 256).** Senses: passive Perception 11 [was 10].

**Rakshasa (p. 257).** Limited magic immunity: the first sentence now reads, “The rakshasa can’t be affected or detected by spells of 6th level or lower unless it wishes to be.”

**Riding Horse (p. 336).** Hooves: +5 to hit [was +2].

**Solar (p. 18).** Slaying longbow: range 150/600 ft. [was 120/600].

**Swarm of X (p. 337–39).** Condition immunities: every swarm is immune to being grappled.

**Troll (p. 291).** Skills: Perception +2 [was +1]. Senses: Passive perception 12 [was 11].

**Vampire, Spellcaster (p. 298).** Spellcasting: spell save DC 16, +8 to hit with spell attacks [each was 1 lower].

**Veteran (p. 350).** Heavy crossbow: 6 (1d10 + 1) damage [was 1d10].

**Warhorse (p. 340).** Hooves: +6 to hit [was +4].

**Will-o'-Wisp (p. 301).** Invisibility: the reference to “Life Drain” is now to “Consume Life.”

**Young Brass Dragon (p. 105).** Saving throws: Dex +3, Con +6, Wis +3, Cha +5 [each was 2 higher]. Skills: Perception +6 [was +10], Persuasion +5 [was +7], Stealth +3 [was +5]. Senses: passive Perception 16 [was 20]. Bite and Claw: +7 to hit [was +9].