Monster Manual II Errata

Errata Rule: Primary Sources

When you find a disagreement between two D&D rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees. A monster's statistics block supersedes the descriptive text.

Another example of primary vs. secondary sources involves book and topic precedence. The *Player's Handbook*, for example, gives all the rules for playing the game, for PC races, and the base class descriptions. If you find something on one of those topics from the *Dungeon Master's Guide* or the *Monster Manual* that disagrees with the *Player's Handbook*, you should assume the *Player's Handbook* is the primary source. The *Dungeon Master's Guide* is the primary source for topics such as magic item descriptions, special material construction rules, and so on. The *Monster Manual* is the primary source for monster descriptions, templates, and supernatural, extraordinary, and spell-like abilities.

Avolakia

Monster Manual, page 29
Remove *polymorph self* from spell-like abilities.
Add the following entry:
Change Shape (Su): An avolakia can assume the form of any Small or Medium humanoid.
(This reproduces the change made in the *D&D v.3.5 Accessory Update*.)

Bronze Serpent

Monster Manual, page 41
Remove *polymorph any object* from the list of spells required for construction.

Dread Guard

Monster Manual, page 88
Remove *polymorph any object* from the list of spells required for construction.

Firbolg

Monster Manual, page 102
In list of spell-like abilities, replace *alter self* with *disguise self.*

Golem

Monster Manual, page 115–119
In all entries, remove *polymorph any object* from list of spells required for construction.

Grimalkin

Monster Manual, page 123
Delete polymorph supernatural ability.

Add the following entry:
Alternate Form (Su): A grimalkin can assume the form of any Medium or smaller animal or vermin.
(This reproduces the change made in the *D&D v.3.5 Accessory Update*.)

Hellfire Wyrm

Monster Manual, page 126
Delete fiendish form supernatural ability.
Add the following entry:
Alternate Form (Su): A hellfire wyrm can assume the form of a Medium, Large, or Huge tiefling or outsider with the baatezu subtype.

Juggernaut

Monster Manual, page 133
Remove *polymorph any object* from the list of spells required for construction.

Julajimus

Monster Manual, page 133–134
Delete *polymorph self* supernatural ability.
Add the following entry:
Alternate Form (Su): A julajimus can assume the form of any Tiny animal (typically a harmless, cuddly animal). Reverting to its true form is a free action. This ability helps the julajimus lull its victim into a false sense of security before it shifts into its natural form to attack.

Linnorm, Gray

Monster Manual, page 142
Remove *shapechange* from its list of spell-like abilities.

Linnorm, Corpse Tearer

Monster Manual, page 144
Remove *shapechange* from its list of spell-like abilities.

Nimblewright

Monster Manual, page 163
In its list of spell-like abilities, replace *alter self* with *disguise self.*
Remove *polymorph any object* from the list of spells required for construction.

Phoenix

Monster Manual, page 169
Remove *polymorph self* from its list of spell-like abilities.

Rukarazyll

Monster Manual, page 182
Remove *alter self* and *polymorph self* from its list of spell-like abilities.
Add the following entry:

Change Shape (Su): A rukarazyll can assume the form of any Medium humanoid.

Sirine

Monster Manual, page 185
Remove *polymorph self* from its list of spell-like abilities.

Teratomorph

Monster Manual, page 194
Replace the "Transformation" entry in the teratomorph's entropic touch result chart with the following text:
Fleshwarp. The opponent's flesh temporarily warps before returning to normal. This painful process deals 5d20 points of nonlethal damage.

Yugoloth, Marraenoloth

Monster Manual, page 203
In its list of spell-like abilities, replace *alter self* with *disguise self*.

Yugoloth, Arcanaloth

Monster Manual, page 204
Remove *shapechange* from its list of spell-like abilities.
Add the following entry:
Change Shape (Su): An arcanaloth can assume the form of any Small or Medium humanoid.