

# Monster Manual

Updated 6/10/08

Update version 1

## **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."

## **Evistro [Revision]**

**Monster Manual, page 54**

Replace the claws damage: "1d8 + 5 damage" with "1d12 + 5 damage."

## **Imp [Addition]**

**Monster Manual, page 63**

Add "Reach 0" to both of the creature's 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 Karadjin [Revision]**

**Monster Manual, page 100**

Replace the attack bonus of *scimitar of horrendous flame*: "+27" with "+35."

## **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."

## **Goblin Underboss [Addition]**

**Monster Manual, page 138**

Add "Saving Throws +2"

Add "Actions Points 1"

## **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.”

**Shadar-kai Gloomblade [Revision]**  
**Monster Manual, page 230**

Replace “shadowmail” in the Equipment line with “chainmail.”

**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.”

Have other questions about the Monster Manual?  
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to see the FAQ or to contact customer service.