D&D Miniatures Game Errata

(January 25, 2009)

This document contains the official rules corrections for the **Dungeons & Dragons** *Miniatures Game*. New additions are marked with a tan background. As always, DDM Guild is happy to address specific rules questions; contact us on the Wizards of the Coast forums for official answers. Be sure to check for updated stat cards first, in case the issue is already addressed in the revised card text for the card.

You can find the latest FAQs, errata, tournament information, and updated cards at *http://www.ddmguild.com/rules*.

Thanks, and good gaming!

Errata (DDM Guild stat cards)

The following errata applies to stat cards and maps as released by DDM Guild.

Angel of Retribution: (Creature, *Against the Giants*) The text of Awesome Presence is incorrect. It should be: "**Awesome Presence**: *Use when an enemy makes a ⸗ attack against this creature*: If this creature is not bloodied, that enemy has –2 Attack on that attack. (Fear)."

Aspect of Moradin: (Creature, *War Drums*) The stat card has the incorrect factions. The correct faction is Borderlands.

Chain Devil: (Creature, *Dangerous Delves*) The stat card is missing the Evil alignment designation. (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Cockatrice: (Creature, *Against the Giants*) Gore is missing a target defense and a duration for Petrified. The attack should read: "⊕ **Gore**: +10 vs. AC; 10 damage AND Slowed (save ends). A Slowed target is instead Immobilized (save ends). An Immobilized target is instead Petrified (save ends)."

Drow Wand Mage: (Creature, *Dungeons of Dread*) The text of Feyweave is incorrect. It should read: "**Feyweave**: +4 to all defenses against ⤳ attacks."

Fallen Fortress: (Map) The Start Area on Side A should be 2 squares wide, instead of 1 as printed on the map. See the D&D Miniatures Map Gazetteer for the correct area for the side A Start Area.

Fire Giant Raider: (Creature, *Against the Giants*) Sweeping Sword is missing a checkbox. It should read: "❑ ⸗ **Sweeping Sword**: Make up to 2 attacks, each against a different Medium or smaller target, +20 vs. AC; 25 damage."

Foulspawn Hulk: (Creature, *Legendary Evils*) The text of Bloodrage is inconsistent with the power name. It should read: "**Bloodrage 10**: +10 Damage with ⸗ attacks while bloodied." (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Golden Wyvern Initiate: (Creature, *Against the Giants*) Icy Exhalation is missing a checkbox. It should read: "❏ ⬻ **Icy Exhalation**: (blast 5) +12 vs. Reflex; 15 cold damage."

Gnoll Barbarian: (Creature, *Blood War*) Bloodrage is missing a restriction on melee attacks only. It should read: "**Bloodrage 5**: +5 Damage with ⭿ attacks while bloodied."

Goblin Blackblade: (Creature, *War Drums*) The Quick-Footed Attack uses the term "activated" which has no definition in the current version of the rules. It should read: "⭿ **Quick-Footed Attack**: Shift up to 1 square, then make 1 attack, +11 vs. AC; 5 + 5 poison damage AND you can take a turn with up to 1 additional creature this turn."

Gray Slaad: (Creature, *Savage Encounters*) The stat card incorrectly lists this creature as a Champion. It is not a Champion. (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Graz'zt: (Creature, *Savage Encounters*) The Demonic Seduction power of the Epic version of this figure is missing a checkbox. The power should read "❏ ⤳ **Demonic Seduction**: *Minor action*: (range 5) +24 vs. Will; target cannot attack this creature or include this creature as a target in an attack (save ends). ↺ *as a minor action*." (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Griffon: (Creature, *Dungeons of Dread*) Ripping Beak is different from the newer version presented in *Deathknell*. It should read: "⭿ **Ripping Beak**: *Use only while bloodied*: +11 vs. AC; 15 damage AND *Followup*: +11 vs. AC; 15 damage. On miss, 5 damage.

Hoard Scarab Larva Swarm: (Creature, *Legendary Evils*) Swarm Attack is missing a designation of what kind of action it grants. It should read: "**Swarm Attack**: *Use at start of an enemy's turn*: If that enemy occupies a square this creature occupies, make 1 ⊕ attack against that enemy as a free action." (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Howling Hag: (Creature, *Dungeons of Dread*) Shriek of Pain has the incorrect attack type symbol. It is a close attack, and not a ranged attack. It should read: "⬻ **Shriek of Pain**: (blast 5) +10 vs. Fortitude; 15 damage, +5 Damage for each 10 HP below its maximum HP this creature is at. On miss, half total damage."

Ice Devil: (Creature, *Blood War*) The stat card is missing the Evil alignment designation.

Kalashtar Bodyguard: (Creature, *Player's Handbook Heroes, Series 2*) The card notes that it is "For use with *Divine Heroes 2*: Female Human Templar." It should instead read "For use with *Divine Heroes 2*: Female Human Avenger."

Living Flaming Sphere: (Creature, *Blood War*) The stat card erroneously designates the figure as Good. The Living Flaming Sphere is unaligned.

Mezzodemon: (Creature, *Blood War*) The text of Poison Cloud is different than the *Demonweb* version. It should read: "❏ ⬻ **Poison Cloud**: (burst 2) +16 vs. Fortitude; 20 poison damage. Hit or miss, each enemy and ally adjacent to target takes ongoing 10 poison damage (save ends) after resolving all attacks. ↺ *when this creature first becomes bloodied*."

Pit Fiend: (Creature, *Blood War*) The keywords listed on the card are incorrect; the figure is Devil, not Demon.

Salamander Archer: (Creature, *Savage Encounters*): The rarity listed on the card is incorrect; this figure is a visible uncommon, not a rare. (Errata incorporated in 1/25/2010 DDM Guild release, marked as '•' in the cost.)

Sorcerer on Black Dragon: (Creature, *War of the Dragon Queen*): Flashfire Arc is missing a restriction from the original card. It should read: "⤳ **Flashfire Arc**: Make up to 3 attacks, each against a different target, (sight) +19 vs. Reflex; 25 fire damage AND Blinded (save ends)."

Tundra Scout: (Creature, *War of the Dragon Queen*): The stat card is missing a power. Add the following power to this card: "**Powerful Charge 10**: +10 Damage while charging."

Vlaakith the Lich Queen: (Creature, *Blood War*): Vlaakith's champion power 1 is missing a restriction on melee attacks. It should read: "*Use at start of round*: This creature, each Undead enemy and ally, each Githyanki enemy and ally, and each Dragon enemy and ally has +2 Attack and +10 Damage with ⚔ attacks until end of round."

Young Green Dragon: (Creature, *Starter Set (2008)*): The stat card is missing a reminder checkbox for the champion powers. It should have 2 champion power checkboxes to match its champion rating of 2.

Yuan-Ti Halfblood Sorcerer: (Creature, *War of the Dragon Queen*): The card is missing the creature's statistics. They are AC 27, Fortitude 25, Reflex 25, Will 25, HP 80, and Bloodied 40.

Errata (Wizards of the Coast stat cards)

The following errata applies to the original stat cards and maps as released by Wizards of the Coast. For sets for which revised cards have been released, these errata has been incorporated into the revised cards; it's noted in the errata whether a new card has been issued and, if so, when.

Alusair Obarskyr: (Creature, *Aberrations*) Alusair's champion power 2 is slightly different on the Wizards card than the newer Guild card. It should read: "*Use when an ally becomes bloodied*: That ally heals 10 HP and shifts up to 1 square."

Aramil, Adventurer: (Creature, *Giants of Legend*) The text of Ray of Enfeeblement differs from that of the *Player's Handbook Heroes, Series 1* version of this creature. It should read: "❑ ⤳ **Ray of Enfeeblement**: (range 5) +10 vs. Fortitude; 10 necrotic damage AND Weakened."

Boneshard Skeleton: (Creature, *Desert of Desolation*) Death Burst is a power and not an attack action. It should read: "**Death Burst**: *Use when this creature is destroyed*: Make 1 attack against each enemy and ally adjacent to this creature, +6 vs. Reflex; 15 necrotic damage. On miss, 5 necrotic damage."

Chuul: (Creature, *Aberrations*) The text of Double Attack differs from that of the *Legendary Evils* version of this creature. Double Attack should read: "⚔ **Double Attack**: Make 2 ⨁ attacks, each

against the same target. If both attacks hit, target is also Immobilized." (Errata incorporated in *Legendary Evils* card.)

Demonic Gnoll Archer: (Creature, *War of the Dragon Queen*) Hunter's Eye has a recharge condition but no checkboxes. It should read: "❏ **Hunter's Eye**: *Minor action*: +5 Damage against 1 enemy until end of battle. ↻ when that enemy is destroyed." (Errata incorporated in 7/19 DDM Guild release.)

Deathlock: (Creature, *Deathknell*) Terrifying Phantom has the incorrect attack symbol. It should read: "❏ ✳ **Terrifying Phantom**: (radius 1 within 10) +10 vs. Will; 10 psychic damage AND push target up to 6 squares (provokes opportunity attacks as though moving) (Fear)."

Draegloth Favored One: (Creature, *Demonweb*) The text of Unholy Blight is incorrect. It should read: "❏ ✳ **Unholy Blight**: (radius 2 within sight) +16 vs. Reflex; 20 necrotic damage AND Dazed. ↻ *when this creature first becomes bloodied*."

Divine Crusader of Correlon: (Creature, *Angelfire*) Immune Sleep is missing its explanatory text. It should read: "**Immune Sleep**: Immune to attack actions and powers named Sleep."

Dragon Shrine: (Map) The area which grants Resist 5 Electricity instead grants Resist 5 Lightning.

Druid of Obad-Hai: (Creature, *Dragoneye*) The Bite attack's damage sequence is in an order which is impossible to resolve (outside a currently-not-possible external effect). It should read: "⚔ **Bite**: *Use only while in Beast Form*: +10 vs. AC; 25 damage AND this creature shifts up to 1 square AND pull target up to 1 square."

Eladrin Pyromancer: (Creature, *Against the Giants*) The statistics on the Wizards of the Coast card are incorrect. The correct stats are on the DDM Guild card; they are AC 25, Fortitude 23, Reflex 23, Will 23, HP 45, and Bloodied 20. (Errata incorporated in DDM Guild release.)

Elemental Wall: (Creature, *War Drums*) The text for Wall Form is incorrect. It should read: "**Wall Form**: If this creature is adjacent to a wall, line of sight and line of effect is blocked if any line passes through two edges of a square in this creature's space." (Errata incorporated in 7/19 DDM Guild release.)

Eternal Blade: (Creature, *Desert of Desolation*) Moment of Perfect Mind is missing a trigger condition. It should read: "❏ **Moment of Perfect Mind**: *Use when this creature is targeted by an attack*: This creature has +10 Fortitude, +10 Reflex, and +10 Will against that attack."

Flame Skull: (Creature, *War Drums*) This creature has both a melee attack and Reach 0. It should have "**Shortened Reach**: Cannot make opportunity attacks." (Errata incorporated in 7/19 DDM Guild release.)

Free League Ranger: (Creature, *Blood War*) Free League Training is ambiguous as to its function. It should read: "❏ **Free League Training**: *Use during your set-up*: 1 champion ally's Champion Rating is increased by 1 until this creature is destroyed. (When this creature is destroyed, that ally loses 1 use of champion powers if any remain.)" (Errata incorporated in 7/19 DDM Guild release.)

Ghaele Eladrin: (Creature, *Angelfire*) Champion Power 2 is ambiguous as to its meaning (doesn't clearly refer to an attack or an attack action). It should read: "*Use when an enemy declares an* �֍ *attack action*: That attack action deals half damage, and all non-damage effects of that attack action are nullified."

Gnome Trickster: (Creature, *Blood War*) Disguise Self does not make a creature invisible to its allies, only to its enemies. It should read: "❏ **Disguise Self**: *Use during your set-up*: This creature is invisible to enemies until after it first makes an attack." (Errata incorporated in 7/19 DDM Guild release.)

Halfling Slinger: (Creature, *War Drums*) Sling and Twin Shot imply that the Sling's checkbox is erroneous. It is. This power should read: "⇾ **Sling**: (range 10) +16 vs. AC; 10 damage." (Errata incorporated in 7/19 DDM Guild release.)

Half-Orc Spy: (Creature, *Blood War*) Disguise Self does not make a creature invisible to its allies, only to its enemies. It should read: "❏ **Disguise Self**: *Use during your set-up*: This creature is invisible to enemies until after it first makes an attack." (Errata incorporated in 7/19 DDM Guild release.)

Human Cleric of Bahamut: (Creature, *Desert of Desolation*) Bless is missing a trigger condition. It should read: "❏ **Bless**: *Minor action*: This creature and each ally has +1 Attack until end of this creature's next turn."

Human Cleric of Bahamut: (Creature, *Desert of Desolation*) Cure Wounds is missing a trigger condition. It should read: "❏ ❏ **Cure Wounds**: *Minor action*: 1 ally adjacent to this creature heals 10 HP."

Imp: (Creature, *Angelfire*) Infernal Advisor's text is incorrect. It should read: "**Infernal Advisor**: (Aura) Each ally adjacent to this creature has Sneak Attack 5."

Kuo-Toa Whip: (Creature, *Night Below*) Lightning Bolt has a typo and unclear language. It should read: "⇽ **Lightning Bolt**: (line 12) +10 vs. Fortitude; 10 lightning damage, +5 Damage (maximum +10 damage) and +1 Attack for each enemy or ally within 6 squares named Kuo-Toa Whip."

Large Astral Construct: (Creature, *Unhallowed*) Astral Construct Ability is missing a duration. It should read: "❏ **Astral Construct Ability**: *Use during your set-up*: Choose 1 effect, which lasts until end of battle: +4 Attack with ⚔ attacks; +10 Cold Damage with ⚔ attacks; +10 fire Damage with ⚔ attacks; Speed 8 and can shift up to 2 squares whenever shifting; +4 to all defenses; or 80 starting HP."

Lion of Talisid: (Creature, *War Drums*) Champion power 2 requires the attack to hit to be converted into a critical hit, and should read: "*Use after a Beast ally hits with an attack*: If the attack roll was a natural 17–20, that attack is a critical hit instead." (Errata incorporated in 7/19 DDM Guild release.)

Macetail Behemoth: (Creature, *Desert of Desolation*) Tail Sweep is missing the close attack symbol. It should read: "❏ ⇽ **Tail Sweep**: (burst 1) +12 vs. Reflex; 20 damage AND Stunned. ↺ when this creature destroys a Stunned enemy."

Medium Copper Dragon: (Creature, *Blood War*) Dragon Subcommander is ambiguous as to its function. It should read: "❏ **Subcommander**: *Use during your set-up*: 1 Dragon champion ally's Champion Rating is increased by 1 until this creature is destroyed. (When this creature is destroyed, that ally loses 1 use of champion powers if any remain.)" (Errata incorporated in 7/19 DDM Guild release.)

Militia Archer: (Creature, *Desert of Desolation*) Champion Power 1 is missing a duration. It should read: "*Use at start of round*: Until end of round, each ally has +2 Attack against higher-level enemies."

Raistlin Majere: (Creature, *Night Below*) Debilitating Magic is written as a continuous power, but is an activated power. It should read: "**Debilitating Magic**: *Use when this creature declares a ⤣ attack*: This creature takes 5 damage. If it does, it has +5 Attack or +10 Damage on that attack."

Red Slaad: (Creature, *Angelfire*) A strict reading of Chaos Seed implies that the "pay it forward Confusion effect" works when the Red Slaad is Confused, rather than the target. It should read: "❏ **Chaos Seed**: *Use when this creature scores a critical hit with a ⸙ attack*: Target is Confused (save ends). While the target is Confused, whenever an adjacent ally of the target starts its turn, that ally is Confused until end of its turn."

Renegade Warlock: (Creature, *Deathknell*) Thunder Burst has the incorrect attack symbol. It should read: "❏ ✳ **Thunder Burst**: (radius 2 within sight) +13 vs. Fortitude; 20 thunder damage AND Stunned (save ends)."

Roper: (Creature, *Underdark*) The stat card for the Underdark version of this creature has the erroneous keyword Magical Beast; remove the "Magical Beast" keyword and add the "Aberrant" keyword.

Sand Giant: (Creature, *War Drums*) The Desert Mark power has potentially confusing language, seemingly implying that a single use causes it to trigger each turn thereafter (it doesn't). It should read: "❏ **Desert Mark**: *Minor action*: Choose 1 adjacent enemy. At end of that creature's next turn, if it is not adjacent to this creature, it takes 15 damage." (Errata incorporated in 7/19 DDM Guild release.)

Spiker Champion: (Creature, *Angelfire*) Spiked Armor is meant to affect any given creature only once on a given creature's turn, no matter how many times it provokes opportunity attacks on that turn. It should read: "**Spiked Armor**: *Use when an enemy charges this creature, when an enemy shifts out of a square adjacent to this creature, or when an enemy provokes opportunity attacks while adjacent to this creature*: That enemy takes 10 damage (maximum 10 damage per creature per turn)."

Thri-Kreen Barbarian: (Creature, *Angelfire*) Immune Sleep is missing its explanatory text. It should read: "**Immune Sleep**: Immune to attack actions and powers named Sleep."

Weretiger: (Creature, *Angelfire*) Tiger's Pounce mistakenly allows for infinite movement and includes rules-meaningless "can see" language. It should read: "❏ ⸙ **Tiger's Pounce**: *Use only if this creature has moved at least 2 squares from its starting position this turn*: Usable on

charge. Make 2 ⊕ attacks against 1 target. ↺ at end of this creature's turn if no enemy has line of sight to it."

Wight: (Creature, *Harbinger*) Slam has no damage. It should read: "⊕ **Slam**: +11 vs. AC; 5 damage AND *Followup*: (living target only) +11 vs. Fortitude; 5 damage AND this creature heals 10 HP."

Witchknife: (Creature, *War of the Dragon Queen*) Witchknife Mindstorm has no attack type. It should instead be a close attack and read: "❑ ⟳ **Witchknife Mindstorm**: (each enemy in play sharing a chosen keyword) +13 vs. Will; Stunned (save ends). (Errata incorporated in 7/19 DDM Guild release.)

Wrackspawn: (Creature, *Angelfire*) Blindsight 5 doesn't work as written; it should read: "**Blindsight 5**: Ignores Conceal on creatures within 5 squares; treats invisible creatures within 5 squares as visible."