

D&D Miniatures Game Errata

(July 19, 2009)

This document contains the official rules corrections for the D&D Miniatures Game. 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 the 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).”

Chain Devil: (Creature, *Dangerous Delves*) The stat card is missing the Evil alignment designation.

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.”

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.”

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.”

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.

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.”

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*."

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.*"

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.*"

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)."

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.

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.”

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.)

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, *Deathknel*) 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).”

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.”

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.”