

ERRATA

TOMB OF ANNIHILATION

This document corrects and clarifies some text in *Tomb of Annihilation*. The changes appear in recent printings of the book. When updates are added to this document, its version number increases, and the word “New” appears before the latest changes.

CHAPTER 2

[New] Mad Monkey Fever (pg. 40). The heading is now “Blue Mist Fever,” and throughout this section, “mad monkey fever” has been changed to “blue mist fever.” The second paragraph has been replaced with the following text:

A giant or humanoid that comes into contact with the mist must succeed on a DC 13 Constitution saving throw or become infected with blue mist fever. An infected creature begins seeing vivid hallucinations of blue monkeys 1d6 hours after failing the save, and the hallucinations last until the disease ends on the creature. A creature can repeat the saving throw every 24 hours, ending the effect on itself on a success.

[New] 6. Command Tent (pg. 48). In the second paragraph’s third sentence, “mad monkey fever” has changed to “blue mist fever.”

The Great Ritual (p. 51). In the “Krr’ook’s Plans” subsection, the last two sentences have been removed.

[New] Vorn (pg. 84). In the first paragraph after the boxed text, in the second sentence, “mad monkey fever” has changed to “blue mist fever.”

CHAPTER 3

[New] Ruin Interior (pg. 95). In the third row, the first column is now “51–60” and the second column is “Blue mist (and roll again).” In the fourth row, the first column is now “61–65” and the second column is “Collapsing floor (and roll again).”

[New] Mad Monkey Mist (pg. 95). The heading is now “Blue Mist.” In the second sentence, “mad monkey fever” has changed to “blue mist fever.”

CHAPTER 4

[New] Prisoners of the Yuan-ti (p. 118). In the second bullet, “succumbed to ... form of madness” has been replaced with “is suffering the effects of blue mist fever (see “Diseases,” page 40) and throws stones at illusory blue monkeys only he can see.”

CHAPTER 5

[New] Wailing Winds (pg. 151). In the second paragraph, “succeed on a DC 20 Wisdom saving throw or gain ... immune to this madness” has changed to “make a DC 20 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.”

Earth Cell (p. 160). In the first paragraph of the “Trap” subsection, “DC 15 Dexterity check” has been replaced with “DC 15 Dexterity saving throw.” At the end of this sentence, “check” has been replaced with “save.”

APPENDIX B

[New] Wilderness Encounters Table (pg. 195). The “Mad monkey mist” entry is now “Magic mist.”

[New] Mad Monkey Mist (pg. 210). The heading is now “Magic Mist.” In the last sentence, “mad monkey fever” has changed to “blue mist fever.”

APPENDIX C

[New] Yahcha (pg. 205). In the third sentence, “mad monkey fever” is now “blue mist fever.”

APPENDIX E

[New] Handout 9: Salida (pg. 247). In the second paragraph’s third sentence, “mad monkey fever” is now “blue mist fever.”