

Tome of Horrors Revised: Errata

Last Updated: 03-07-06

Recent changes are noted in a gray shaded box, like this one.

Monsters by Type (page 4)

- The Axe Beak should be listed as an Animal not a Magical Beast.
- The Blindheim should be listed as an Aberration not a Monstrous Humanoid.
- The Blood Hawk should be listed as a Magical Beast (it's not listed at all).
- The Flail Snail should be listed as a Magical Beast not Vermin.
- The Stone Roper should be listed as an Aberration not a Magical Beast.
- The Tabaxi should be listed as a Humanoid not a Monstrous Humanoid.
- The Transposer should be listed as an Aberration (it's not listed at all).

Al-mi'raj, Psionic (page 11–12)

Make the following changes to the stat block:

Attack: Gore +6 melee (1d4-2)

Full Attack: Gore +6 melee (1d4-2)

Advancement: 3–6 HD (Small)

Angel, Monadic (page 13)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): A monadic deva can assume the shape of any Small or Medium humanoid.

Angel, Movanic (page 14)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): A movanic deva can assume the shape of any Small or Medium humanoid.

Beetle, Giant Boring (page 33)

It should have d8s for HD, not d10s. Make the following change to its stat block.

Hit Dice: 5d8+10 (32 hp)

Caryatid Column (page 53)

Remove “*polymorph any object*” from the list of spells required for construction.

Chrystone (page 59–60)

Remove “*polymorph any object*” from the list of spells required for construction.

Dakon (page 86)

Add the following under the “Dakons as Characters” section.

- Racial Hit Dice: A dakon begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.

Daemon, Caco- (page 77)

Replace its “Alter Self” ability with the following:

Alternate Form (Su): A cacodaemon can assume the shape of any Small or Medium humanoid.

Demon, Beluiri (page 102)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Beluiri can assume the shape of any Small or Medium humanoid.

Demon, Cambion (page 103)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): A cambion can assume the shape of any Small or Medium humanoid.

Demon, Fraz-Urb'luu (page 110–111)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Fraz-Urb'luu can assume the shape of any Small, Medium, or Large humanoid or giant.

Demon, Orcus (page 123–125)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Orcus can assume the shape of any Small, Medium, or Large humanoid or giant.

Demon, Tsathogga (page 132–134)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Tsathogga can assume the shape of any Small, Medium, or Large humanoid or giant.

Devil, Amon (page 136–137)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Amon can assume the shape of any Small or Medium humanoid.

Devil, Hutijin (page 146–147)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Hutijin can assume the shape of any Small or Medium humanoid.

Devil, Lucifer (page 147–150)

Remove “alter self” from spell-like abilities.

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Lucifer can assume the shape of any Small, Medium, or Large humanoid or giant.

Devil, Moloch (page 151–152)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Moloch can assume the shape of any Small, Medium, or Large humanoid or giant.

Devil, Titivilus (page 154–155)

Remove “*polymorph* (self only)” from spell-like abilities. Add the following entry to the combat section:

Change Shape (Su): Titivilus can assume the shape of any Small or Medium humanoid.

Flind (page 199)

Change its Will save to “Will +0”.

Giant, Wood (page 215)

Replace the wood giant’s “Change Self” special ability with the following:

Change Shape (Su): Three times per day, a wood giant can assume the shape of a Small, Medium, or Large humanoid or giant.

Golem, Ice (page 219)

Remove “*polymorph any object*” from the list of spells required for construction.

Leprechaun (page 256)

Remove “*polymorph any object*” from spell-like abilities.

Livestone (page 257)

Changes to the listed stat block:

Hit Dice: 5d8+25 (47 hp)

Necrophidius (page 275–276)

Remove “*polymorph any object*” from the list of spells required for construction.

Orog (page 290)

Characters section: Replace the “Chaos” domain with the “Law” domain

Ooze, Undead (page 287)

Make the following changes to the Undead Ooze’s stat block.

Initiative: –1

Attack: Slam +3 melee (2d4+1 plus 1d6 cold)

Full Attack: Slam +3 melee (2d4+1 plus 1d6 cold)

Saves: Fort +2, Ref -1, Will +6

Skills: Climb +9, Listen +10, Survival +10

Feats: Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Phantom Stalker (page 292)

Replace the phantom stalker’s polymorph ability with the following:

Change Shape (Su): A phantom stalker can assume the shape of any Small or Medium elemental or humanoid.

Skeleton, Lead (page 314–315)

Remove “*polymorph any object*” from the list of spells required for construction.

Tsathar (page 255–357)

Change the Tsathar Scourge’s favored class from “Cleric” to “Fighter”