

Compiled *Demons and Devils* Errata

Compiled 8-26-02, Scott Greene

Here are the official rules and clarifications for the *Demons and Devils* module. Only relevant changes (i.e., changes that would impact the module or encounter) are included.

Pg. 5, **Flesh Golems**, should not have any skills.

Pg. 7, **Melissa**, CR should be 7.

Pg. 9, **Locked Wooden Doors**, hp should be 20, Break DC should be 23.

Pg. 10, **Fireball Trap**, Search DC should be 28; Disable Device should be DC 28.

Pg. 10, **Iron Golem**, CR should be 13.

Pg. 10, **Locked Wooden Door**, hp should be 20, Break DC should be 23

Pg. 11, **Searing Wind**, should not have any skills.

Pg. 11, **Locked Iron Door**, Break DC should be 28.

Pg. 11, **Wraiths**, CR should be 5.

Pg. 12, **Black Pudding**, CR should be 7.

Pg. 12, **Black Pudding**, AC should be 3.

Pg. 13, **Ignus, Alnus, and Femus**, replace the listed stat block with this updated stat block:

Ignus, Alnus, and Femus, Male Cornugons (Horned Devil): CR 10; SZ L Outsider [Evil, Lawful]; HD 11d8+33; hp 82; Init +1; Spd 20 ft., fly 50 ft. (average); AC 25; Atk +15/+10/+5 melee (1d6+5 and stun, whip) or +15 melee (1d4+5 [x2] claws), +9 melee (1d4+2, bite), +9 melee (1d3+2 and wound, tail); Face/Reach 10 ft. by 10 ft./15 ft.; SA spell-like abilities, fear aura, stun, wound, summon devil; SQ damage reduction (20/+2), SR 24, devil qualities, regeneration 5; AL LE; SV Fort +10, Ref +8, Will +9; Str 21, Dex 12, Con 17, Int 14, Wis 14, Cha 14.

Skills: Bluff +14, Climb +16, Concentration +15, Hide +7, Listen +14, Move Silently +14, Search +14, Sense Motive +14, Spot +14. **Feats:** Cleave, Power Attack, Sunder.

Pg. 18, **False Globe with Chain Lightning Trap**, Search DC should be 31, Disable Device DC should be 31.

Pg. 19, **False Globe with Chain Lightning and Slay Living Trap**, Search DC should be 31, Disable Device DC should be 31.

Pg. 21, **Dendorandra**, replace the listed stat block with this updated stat block:

Dendorandra, Female Marilith (Type V Demon): CR 17; SZ L Outsider [Chaotic, Evil]; HD 9d8+45; hp 85; Init +2; Spd 40 ft.; AC 29; Atk +16/+11 melee (1d8+8, +3 *longsword of speed*), +14 melee (1d8+2 [x5], +1 *longswords*), +11 melee (4d6+2, tail slam); Reach 10 ft.; SA spell-like abilities, improved grab (+18 grapple), constrict (4d6+7), summon demon; SQ damage reduction (20/+2), SR 25, demon qualities; AL CE; SV Fort +11, Ref +8, Will +10; Str 21, Dex 15, Con 21, Int 18, Wis 18, Cha 16.

Skills: Bluff +14, Concentration +15, Hide +10, Listen +24, Move Silently +12, Scry +14, Search +14, Sense Motive +15, Spellcraft +14, Spot +24. **Feats:** Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack.