

Tome of Horrors

Errata

Compiled by Erica Balsley

With many thanks to the members of the
Necromancer Games Discussion Forum

General Errata

Page 15: Baric, stat block, Ability Scores: Reduce Intelligence to 2.

Page 19: Beetle, Giant Boring, stat block: Change the Intelligence to “—.”

Page 28-29: Bonesucker, stat block: Replace “Ability Drain” with “Ability Damage.” In the Combat section, in the description of its Improved Grab and Constrict attacks, the grapple bonus should be +14. The description of its Ability Score Drain attack should read:

“Ability Score Damage (Ex): A bonesucker that has successfully grappled an opponent deals 1d2 points of temporary Strength and 1d2 points of temporary Dexterity damage per round to an opponent as long as the hold is maintained.”

Page 34: Caraytid Column, combat section, Shatter Weapons description: Change “weapon bonus” to “enhancement bonus”

Page 40: Chrystone, combat section, Shatter Weapons description: Change “weapon bonus” to “enhancement bonus”

Page 41, 42: Clockworks, stat block: In the Special Qualities line of the Warrior, Parasite, and Swarm stat blocks, replace “regeneration” with “fast healing.” In the Combat section, replace the Regeneration entry with the following:

“Fast Healing (Ex): The Warrior, Parasite, and Swarm clockworks can automatically repair themselves with spare parts and scrap. They cannot heal acid, cold, or fire damage. This power is identical to fast healing, except the clockwork can also repair lost limbs (including its head) in 3d6 minutes. If the swarm clockwork takes damage from an area effect attack, it is unable to fast heal for 1d6 rounds following the attack. If brought to 0 hit points during this time, the swarm clockwork is unable to fast heal and is destroyed.”

Page 44: Clubneck, stat block, Ability Scores: Reduce Intelligence to 2.

Page 61: Dark Stalker, Player Character Dark Stalkers section: The ability scores should be +2 Str, +4 Dex, +4 Con, -2 Int, +2 Cha.

Page 85: Orcus, stat block: His attack line should read “Wand of Orcus +55/+50/+45/+40 melee” for his wand attack.

Page 86: Orcus, combat section, Spells: Change “335th-level cleric” to “35th-level cleric”

Page 87: Pazuzu, stat block, Treasure: Change “lawful keen” to “chaotic keen” In the Combat section, the description of his *Chaotic Keen Greatsword*, change “Pazuzu’s +3 greatsword” to “Pazuzu’s +4 greatsword.”

Page 92: Demonic Knight, stat block, AC: The Demonic Knight is wearing half-plate, which has a maximum Dexterity bonus of +0. Thus, its AC line should read “AC: 26 (+7 half-plate, +9 natural).”

Page 95: Baaphel, combat section, Spell-Like Abilities: Baaphel can only use wish 1/day, not “at will.”

Page 98: Geryon, combat section, Spell-Like Abilities: Geryon can only use wish 1/day, not “at will.”

Page 102: Lucifer, combat section, Regeneration: Replace the text with “Lucifer takes normal damage from holy and blessed weapons of at least +8 enhancement”

Page 102: Moloch, stat block, Hit Dice: Moloch’s hit dice line should read “33d8+363 (511 hp).”

Page 103: Moloch, combat section, Spell-Like Abilities: Moloch can only use wish 1/day, not “at will.”

Page 106: Diger, stat block, Special Attacks and Combat Section: Add the following:

“Engulf (Ex): A diger that has paralyzed a Medium-size or smaller foe can engulf it as a free action. An engulfed opponent is paralyzed for as long as it remains in contact with the diger. Once a paralyzed foe has been engulfed, it suffers 1d4 points of acid damage every 10 minutes as it is slowly dissolved and consumed by the diger.”

Page 131: Executioner’s Hood, combat section, Engulf: The executioner’s hood’s grapple bonus should be +1.

Page 133: Eye Of The Deep, combat section, Stun Cone: This ability’s range is not listed. Change the first sentence of the description to read, “Once per round as a standard action, an eye of the deep can produce a stunning ray in a cone 25 feet long from its central eye.”

Page 139: Flind, Flind Characters section: The name



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Page 145: Frost Man, Player Character Frost Man section: The Frost Man’s ECL should be 6.

Page 156: Gorgon, True Gorgons, stat blocks, Alignment type modifiers: They should be “Evil, Lawful.”

Page 158: Gorilla Bear, stat block, Ability Scores: Reduce Intelligence to 2.

Page 168: Inphidian, combat section, Blinding Spray: This ability’s range is not listed. Change the first part of the first sentence of the description to read “Once per minute, to a range of 10 feet, the inphidian”

Page 172: Monstrous Jellyfish, stat block, Saves: Change to “Fort +3, Ref +2, Will +0”

Page 180: Land Lamprey, stat block, Feats: Add Weapon Finesse (bite) as a bonus feat.

Page 182: Livestone, stat block, Hit Dice: The Livestone should have only 47 hit points.

Page 189: Marble Snake, stat block, Ability Scores: Reduce Intelligence to 2.

Page 205: Nilbog, Nilbog Characters section: The name “Maglubiyet” is not Open Game Content. It is a registered trademark of Wizards of the Coast.

Page 206: Obsidian Minotaur, stat block, Speed: Change “10 ft.” to “20 ft. (can’t run)”

Page 209: Ogrillion, Player Character Ogrillions section: The Ogrillion’s ECL should be 3.

Page 209: Oliphant, stat block, Ability Scores: Change Int to 2.

Page 211: Orog, Orog Characters section: Replace the “Chaos” domain with the “Law” domain

Page 216: Protector, Stat block, CR: The protector’s CR should be 7 (set it equal to its caster level for spells).

Page 218: Quickling, combat section, Natural Invisibility: Replace the listed “Natural Invisibility” description with the following:

“**Natural Invisibility (Ex):** A quickling is effectively invisible when in its natural climate or when not moving. It loses this invisibility when it attacks.”

Page 237: Giant Slug, stat block: There should be an entry for “salt vulnerability” in its Special Qualities line. The ability is described in the text under “Combat” but was omitted in the stat block

Page 264: Tsathar Scourge, stat block, Saves: Replace “Ref +7” with “Ref +6”

Page 269: Undead Ooze, stat block, Hit Dice: Change to “6d12 (39 hp).”

Page 270: Vampire Rose, Improved Grab and Blood Drain special abilities: The Vampire Rose’s grapple bonus is +6.

Page 277: Witherstench, stat block, Ability Scores: Reduce Intelligence to 2.

Page 283: Yeti, stat block, Claw Damage: Change “1d6+6” to “1d6+4”

Page 288: Moose, stat block, Damage: Change to “Butt 1d8+4; Or hoof 1d6+4.”

Page 291: Abomination template, Stat block: In the stat block, add the following line:

“**Feats:** The base creatures lose all feats, but the resulting hybrid has a number of feats appropriate to its size, type, and ability scores.”

In the Tigrilla, stat block, Damage: Change to “Claw 1d8+6, bite 2d6+3.”

In the Owlephant, stat block, Damage: Change to “Slam 2d6+8, claw 1d8+4; gore 2d8+8.”

Page 297: Dire Creature: Replace all instances of “dire creature” with “dire animal.” In the Creating A Dire Animal section, replace all instances of “base creature” with “base animal,” and remove “and Vermin” from the list of monster types available for this template. Throughout the template, replace all instances of “base creature” with “base animal.” Make the following changes to the Stat block:

Size: If the base animal is Small or smaller, increase its size category by one or to the largest size listed in its advancement range, whichever is greater. If the base animal is Medium-size or larger, its size increases to the largest size listed for the base animal’s advancement range. The base animal gains all the benefits and detriments that arise from increased size (see the *MM*).

Saves: Recalculate the saves with all values high, using the dire animal’s increased HD and ability scores.

Pages 297-300: All Dire Animals should have the subtype (Dire).

Page 297: Dire Bison, stat block, Saves: Will save should be +5, CR should be 4.

Page 298: Dire Hippopotamus, stat block, Saves: Will save should be +7, CR should be 6.

Page 299: Dire Porcupine, stat block, Saves: Will save should be +4

Page 300: Dire Ram, stat block, Saves: Will save should be +4

Page 300: Dire Sloth, stat block, Saves: Will save should be +7

Page 305: Spectral Troll Template, sample troll, stat block, Ability scores: The Spectral Troll’s Charisma should be 10.

Page 307: Asswere, stat block, Damage: Change to “Bite 1d6+4; or longspear 1d8+4.”

Page 316: Yellow Musk Zombie Template, stat block, Speed: Change “whichever is greater” to “whichever is less.”



Corrected Stat Blocks

The following creatures were re-created with a more appropriate monster type. Only those stat block lines that have changed are reproduced here.

Babbler (pg. 14)

Large Magical Beast (Reptilian)

Hit Dice: 5d10+5 (32 hp)

Initiative: +5 (Dex, Improved Initiative)

Attacks: 2 claws +8 melee, bite +3 melee

Skills: Balance +8, Hide +1*, Jump +12, Listen +6, Spot +6, Swim +12

Feats: Improved Initiative

Banderlog (pg. 14)

Medium-size Monstrous Humanoid

Hit Dice: 4d8+4 (22 hp)

Attacks: Bite +6 melee; or coconut +7 ranged

Saves: Fort +2, Ref +6, Will +5

Skills: Climb +15, Hide +9, Listen +6, Spot +6

Feats: Weapon Focus (thrown object)

Bog Beast (pg. 25)

Large Monstrous Humanoid

Hit Dice: 5d8+20 (42 hp)

Attacks: 2 claws +9 melee

Saves: Fort +5, Ref +4, Will +5

Skills: Move Silently +4, Listen +7, Spot +7

Feats: Power Attack

Cooshee (pg. 45)

Medium-size Magical Beast

Initiative: +6 (Dex, Improved Initiative)

Attacks: 2 claws +6 melee, bite +1 melee

Feats: Improved Initiative

False Spider: Pedipalp (pg. 134)

Medium-size Vermin

Hit Dice: 2d8+2 (11 hp)

Special Qualities: Darkvision 60 ft., vermin

Saves: Fort +5, Ref +2, Will +0

Skills: Hide +7, Spot +9

False Spider: Solifugid (pg. 134)

Medium-size Vermin

Hit Dice: 5d8+5 (27 hp)

Special Qualities: Darkvision 60 ft., vermin

Saves: Fort +6, Ref +3, Will +1

Skills: Hide +7, Spot +9

Advancement: 6-8 HD (Medium-size); 9-15 HD (Large)

Hippocampus (pg. 165)

Large Magical Beast (Aquatic)

Attacks: Bite +7 melee; or tail slap +7 melee; or butt +7 melee

Skills: Hide +7*, Intuit Direction +6, Listen +7, Spot +7

Feats: Power Attack

Kech (pg. 175)

Medium-size Monstrous Humanoid

Hit Dice: 5d8+5 (27 hp)

Attacks: 2 claws +6 melee, bite +1 melee

Saves: Fort +2, Ref +6, Will +5

Skills: Climb +22, Hide +6, Jump +6, Listen +7, Move Silently +6, Spot +7

Feats: Dodge, Mobility

Muckdweller (pg. 198)

Small Magical Beast (Reptilian)

Hit Dice: ½d10 (5 hp)

Initiative: +6 (Dex, Improved Initiative)

Skills: Balance +9, Climb +6, Hide +9, Jump +5, Move Silently +5, Spot +4, Swim +13

Feats: Improved Initiative, Weapon Finesse (bite)

Stymphalian Bird (Bronze Beak) (pg. 248)

Medium-size Magical Beast

Attacks: Beak +6 melee, 2 claws +1 melee, 2 wing slashes +1 melee; or feathers +7 ranged

Skills: Listen +6, Move Silently +7, Spot +6

Feats: Flyby Attack, Weapon Focus (feathers)

Vulchling (pg. 274)

Medium-size Magical Beast

Attacks: Bite +1 melee, or 2 claws +1 melee

Skills: Hide +6, Listen +4, Move Silently +4, Spot +4

Feats: Dodge



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