

Tome of Horrors III: Errata

Last Updated: 03-25-06

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

Angel, Chalkydri (page 11–12)

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

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

Brykolakas (page 27–28)

Replace the Alternate Form text with the following:

Alternate Form (Su): A brykolakas can take the form of a Medium sized dolphin or manta ray.

Dire Wolfwere (page 54–55)

Replace the Alternate Form text with the following:

Alternate Form (Su): A dire wolfwere has two primary forms that it can shift between at will. The first form is that of a dire wolf. The second form is that of a Large hybrid, bipedal wolf-humanoid form.

A dire wolfwere can also take the form of a Medium humanoid.

Genie, Marid (page 81–82)

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

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

Golem, Flagstone (page 95–96)

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

Golem, Gelatinous (page 97–98)

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

Golem, Mummy (page 98–99)

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

Golem, Witch Doll (page 99–100)

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

Grimm (page 104–105)

Damage reduction should be “DR 15/**cold iron** and good” (not “silver and good”).

Mortuary Cyclone (page 130–132)

The sidebar detailing the type of undead it creates (when a foe is killed by its necrocone) is missing. Here it is:

Mortuary Cyclone Spawn

A creature killed by a mortuary cyclone’s necrocone rises as an undead creature in 1d4 rounds. The type is based on the dead creature’s total HD.

Total HD	Opponent Rises as
Less than 10	Zombie or skeleton
11–15 HD	Wraith
16–20 HD	Spectre
21+ HD	Dread wraith
Under its Unholy Grace ability, change “A demilich...” to “A mortuary cyclone...”	

Sepulchral Guardian (page 172)

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

Reliquary Guardian (page 159–160)

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