Book of Demons **Print Book Errata — 26 August 2018**

Page 4

There were ten symbols (not nine) obtained via Creative Commons from http://game-icons.net. In addition to the icons listed in the print book, Lorc created the *cultist*.

Pages 14, 21, and 29

Each of the three Path Level Progression Tables has a cell that's likely not necessary, the spot that lists the spells for a hypothetical multiclassing fanatic of that path. As noted on page 33, that's technically not possible, since fanatics use all three talents (given the weird things that can happen in *13th Age* games, something out of the ordinary could still occur).

Page 17

The carrion screech epic feat should read:

> *Epic Feat:* When the spell makes a target vulnerable, that target is also hampered.

Page 20

Flame Bonus Spell looks like a talent, when actually it's information flowing out of the Bonus Summoning Spell feature for the flame path that appears on page 19. (This is a header mistake. The Flame Bonus Spell header should be much bigger than the talent headers. This appears correctly in the descriptions of the other two paths.)

Page 26

"Yes, roll at the start of the day." should read: "Roll when you take a full heal-up."

Under the champion feat, "Focused Violence" should read: "Demonic Violence."

Page 31

The 9th level version of *follow the blood* is an improvement for non-devotees but makes no sense for devotees. That's a mistake. So instead the 9th level version of the spell should read:

> 9th level spell   The spell becomes recharge 6+ for non-devotees. Slaughter path
> devotees instead gain a daily use of the spell in addition to their
> once per battle uses of the spell.

Pages 52, 55, 56, and 57

There's a typo in the building battles tables. "3 x 2nd level" should read: "3 x 3rd level."

Page 57

The haunt hound's *ghosts of the heath* ability is missing a number. It should read:

> *Ghosts of the Heath:* The spirits of the slain work for the demons now. Each ghost a PC is haunted by reduces the effect of any recoveries they use by 2 hit points.