

# 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”