

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



“Yeenoghou” is not Open Game Content. It is a registered trademark of Wizards of the Coast and is used by permission.

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



Legal Appendix

This printing of *Tome of Horrors Errata* is done under version 1.0a of the Open Game License, below, and version 1.0 and/or 3.0 of the d20 System Trademark License and d20 System Trademark Logo Guide. Some of the Open Game Content used herein comes from a draft version of the System Reference Document by permission from Wizards of the Coast by and through Ryan Dancey and/or Anthony Valterra. Subsequent printings of this work will incorporate and comply with final versions of the System Reference Document.

Notice of Open Game Content: This product contains Open Game Content as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: All text contained within this book (including monster names, stats, and descriptions) is hereby designated as Open Game Content, with the following exceptions: **1.** Any text on the inside or outside of the front or back cover or on the Credits or Preface pages is not Open Game Content; **2.** Any advertising material — including the text of any advertising material — is not Open Game Content; **3.** Any material contained in the “Credit” section of each monster is not Open Game Content. See the “Note on the ‘Credit’ Section,” below.

Note on the “Credit” Section: The Credit section for each creature contains information detailing the origin of the particular monster. This content is not Open Game Content, as explained above. Some material within the Credit section is copyright TSR/Wizards of the Coast and/or Necromancer Games, Inc., and is used within the Credit section by permission. You are not allowed to use any of the information in the Credit section under the Open Game License.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: **1.** The name “Necromancer Games” as well as all logos and identifying marks of Necromancer Games, Inc., including but not limited to the Orcus logo and the phrase “Third Edition Rules, First Edition Feel”; **2.** The Necromancer Games product name “Tome of Horrors,” except for its use within Section 15 of the Open Game License; **3.** All artwork, illustrations, or graphic design including any text contained within such artwork, illustrations, or graphic design.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc., and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement. **2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License. **3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License. **4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content. **5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. **6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute. **7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity. **8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content. **9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License. **10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute. **11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so. **12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected. **13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License. **14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Tome of Horrors Errata Copyright 2003, Necromancer Games, Inc.

To use monsters from the *Tome of Horrors*, follow the instructions in the Legal Appendix of that book. If you use corrected information from this document, include the “*Tome of Horrors Errata* Copyright 2003, Necromancer Games, Inc.” cite in your Section 15 in addition to following the rules for citing to creatures as provided in the *Tome of Horrors*.

