

Tome of Horrors II: Errata

Last Updated: 02-17-06

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

Ahlinni (page 9)

In the stat block remove the "14" after breath weapon

Angel, Empyrean (page 14)

Add the (Angel) subtype.

Caterprism (page 23)

Change to the stat block:

Special Attack: Crystal silk **3d6**, crystalline mandibles

Colossus, Jade (page 30–31)

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

Corpse Rook (page 31)

Change to the stat block:

“**Advancement:** 7-12 HD (Large) 13-18 HD (Huge)”

Corpsespinner (page 32)

Add the (Extraplanar) subtype.

Crag Man (page 33)

Change to the stat block:

Attack: Slam +8 melee (1d6+3) or pierce +8 melee (1d6+3)

Full Attack: 2 slams +8 melee (1d6+3) or 2 pierces +8 melee (1d6+3)

Demon, Vepar (Duke) (page 45–46)

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

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

Devil, Caasimolar (Former President of Hell) (page 48–49)

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

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

Devil, Demoriel (page 49–50)

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

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

Devil, Flayer (page 51)

Change to the stat block:

Feats: Align Spell-Like Ability (evil, *scorching ray*), **Cleave^B**, Improved Critical

(claw), Power Attack, Weapon Focus (bite, claw)

Devil, Xaphan (Duke of Infernus)

(page 53–54)

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

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

Dragon, Dungeon (page 56–57)

Replace its “Change Shape” ability with the following:

Change Shape (Su): At will, a dungeon dragon can assume the shape of any Small or Medium humanoid.

Dragon, Dungeon (page 56–57)

Under Combat, change “Dominate Monster (Sp)” to “Dominate Monster (Su)”

Dragonship (page 58–59)

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

Giant, Cave (page 76)

Under Combat, replace the description of its trample attack with the version in the revised rulebooks.

Giant, Ferrous (page 77)

Under Combat, replace the description of its trample attack with the version in the revised rulebooks.

Giant, Volcano (page 78)

Under Combat, replace the description of its trample attack with the version in the revised rulebooks.

Golem, Furnace (page 82–83)

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

Golem, Iron Maiden (page 83–84)

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

Golem, Magnesium (page 84–85)

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

Hornet, Giant (page 95)

Under Poison, change the save DC to 17.

Ogren (page 110)

In the stat block change and under Combat, change all references to ogre blood to giant blood.

Prosciber (page 115–116)

Remove “*polymorph (self only)*” from his list of spell-like abilities.

Prosciber (page 115–116)

Change the last sentence of the first paragraph so it reads: “(A prosciber of a lawful, chaotic, evil, or good alignment gains all appropriate alignment subtypes.)”

Quasi-Elemental, Obsidian (page 123)

Molten Glass: Replace the first sentence with:

“A successful hit against an obsidian quasi-elemental with a piercing or slashing weapon (including natural attacks) that deals damage equal to or greater than the quasi-elemental’s Hit Dice opens a wound that spurts molten glass.”

Piranha Swarm (page 154)

Add the (Aquatic) subtype.

Velvet Ant Swarm (page 156)

Change to the stat block:

Hit Dice: 5d8+5 (27 hp).

Under Combat under the Skills description add the following at the beginning:

"A velvet ant swarm has a +8 racial bonus on Climb checks."

At the end of the Skills entry add the following:

"A velvet ant swarm can use its Dexterity or Strength modifier on Climb checks, whichever is higher."

Time Flayer (page 163)

Under Combat, Temporal Displacement, change the first Fortitude save from DC 18 to DC 19. Change the second Fortitude save from DC 22 to DC 23.

Under Time Jaunt, change the Fortitude save from DC 18 to DC 19.

Troblin (page 164)

Add the (Goblinoid) subtype.

Yellowjacket, Giant (page 176)

Under Poison, change the save DC to 15.

Woolly Rhinoceros (page 190)

Under Combat, replace the description of its trample attack with the version in the revised rulebooks.

Templates

Cheitan (page 198)

Large cheitans deal 1d8 (not 1d6) points of damage with a slam attack.

Cheitan (page 198)

Alignment should read "Usually evil"

Phase Creature (page 208)

In the table, second column, change the "1" to "1d2"

N'gathau (page 222)

Challenge Rating adjustment should be +2, not +3.

Planes of Existence

Plane of Infernus (page 226)

Strongly lawful-aligned, strongly evil-aligned.

Plane of Agony (page 226)

Strongly evil-aligned.

Plane of Time (page 227)

Under Morphic Traits, change the reference to the Plane of Shadow to Plane of Time.

Feats

Spirited Runner (page 232)

Change the "Special" descriptor to "Normal"