

## **Book of Demons Print Book Errata — 21 January 2020**

### **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: "Demoniac 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. "

### **Page 32:**

As written, the two feats that accompany the *altar reversal* spell are nearly useless. To ensure your ally has a chance to use the attack and vulnerability bonus, put the words "until the end of your next turn" at the end of both the feats. Yes, since the epic feat now extends the bonuses for you as well as for your ally, this should allow you to take out your own summoned slaughter demon on your next turn, as well, and get the save to see if you regain the spell.

### **Page 33:**

The Demonologist Multiclass Key Modifier Table didn't mention slaughter path initiates because a multiclass slaughter path initiate is also going to be a corruption path or fire path initiate, and they're already on the table. But that wasn't easy to notice, nope. So here's clarification: all three initiates are covered by the left column. Only the slaughter path devotee gets the more warlike column on the right.

### **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.