

# Demongate High Errata

## Demongate High Errata

As we develop our games, we try our best to ensure quality, but inevitably things slip through the cracks. This errata will be updated, as necessary, as any tweaks or changes are found. Simple typographical or layout issues are not indicated here, but any rules changes or clarifications are. All PDF versions of our books will contain all the latest errata, as given in each revision listed below. On-demand print books will also be updated with the latest errata.

You can locate your revision number on page 2 of your book (on the back side of the title page), just below the copyright notice.

### Revision: 2.0.4, 8/10/17

p.92: Redirecting Heart, last sentence, change to:  
(see the *Poor Health* Weakness in the Paragon rules, page 26).

p. 94: Spirit Siphon, change the last paragraph to:  
Note that for this setting, this supersedes the *Energy Siphon* Background in the Paragon rules.

p. 106: Banishing, first paragraph:  
Naturally, you must be able to see a demon to target it in this way.

p. 220: Healing:  
This doesn't regrow lost organs or body parts.

p. 235: Fearful Form:  
A bogey doesn't truly possess shape-shifting powers, as it can't choose its own form, though it can choose which of its victims' fears it will embody in its physical shape.

p. 246: Lucifer:  
Spend: 29

p. 310: Sleipnir  
Energy Spend is 10, not 8.

p. 313: Thrones:  
The Thrones are a rank of angel **fifth** from the top of the hierarchy...

p. 381: Fenrir, second paragraph:  
Watery drool continually streams from his gaping maw, running into the river **Van**.

p. 383: Fury  
Spirit Sense (SPI), 1d10+13

p. 408: Jinni  
Energy expenditure added, should read:  
Spend: 8

p. 418: Kumiho  
Animal Sense costs a total of 4 points  
Summon: 21

p. 442: Sammael:  
Limbs entry should read:  
Limbs: 10 +6 heads + tail

p. 450: Spriggan:  
Delay: 8/4 (base), 6/3 (close, supernatural), 4/1 (unarmed)

The Demongate High setting is available in hard copy from Lulu:  
<http://www.lulu.com/spotlight/Tremorworks>

