

Compiled *What Evil Lurks* Errata

Compiled 8-27-02, Scott Greene

Here are the official rules and clarifications for the *What Evil Lurks* module. Only relevant changes (i.e., changes that would impact the module or encounter) are included.

Pg. 8, **Encounter #3: Bandit Gang**: The attack line in the stat block should be "Atk +1 melee (1d6, short sword, 19-20/x2) or +1 melee (1d4, dagger, 19-20/x2)"

Pg. 8, **Encounter #3: Bandit Gang, Possessions**: Replace "Each bandit carries a battleaxe" with "Each bandit carries a short sword and dagger"

Pg. 11, **Mealkulph the Strangler, stat block**: CR should be 2.

Pg. 11, **Mealkulph the Strangler, stat block**: The attack line should read "Atk +4 melee (1d12+4, greataxe, crit 19-20/x3) or +6 melee (1d4, garrote, see SA)"

Pg. 12, **Chulainne, Scahtoch, and Lugatorix, stat block**: Add Scribe Scroll to their list of feats. Also add any two additional feats to the list (DM's choice) as they are missing two feats.

Pg. 12, **Chulainne, Scahtoch, and Lugatorix, stat block**: Incorrect number of arcane spells known. Replace the "Arcane Spells Known" text with "Arcane Spells Known (Prepared Per Day 5/6/5/3/2)". Note that this includes the bonus spell for specializing in the school of Necromancy so one spell for each level must come from that school.

Pg. 13, **Area 5. Broom Closet**: The trapdoor detailed in Area 6 should be detailed here as well. Use the same stats for the trapdoor (Hardness 5; hp 10; Break DC 18; Open Lock DC 15).

Pg. 13, **Area 6. Hidden Wine, near the end of the description of the area**: Replace "There is a trapdoor above that leads to Area 7" with "There is a trapdoor that leads down to Area 5."

Pg. 18, **Kochevor and Ivan, stat block**: The razor deals "1d4" points of damage not "1d4+1"

Pg. 18, **Kochevor and Ivan, stat block**: Both are missing 5 feats. I suggest adding the following: Blind-Fight, Combat Reflexes, Dodge, Expertise, Quick Draw.

Pg. 18, **Sortello, stat block**: Missing 4 feats. I suggest adding the following: Cleave, Great Cleave, Quick Draw, and Sunder.

Pg. 19, **Bald Corvaxi, stat block**: Missing 5 feats. I suggest adding the following: Blind-Fight, Great Cleave, Quick Draw, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). Note that adding Weapon Focus (battleaxe) and Weapon Specialization (battleaxe) adds +1 to Bald Corvaxi's attack roll with the battleaxe and increases his damage dealt with the battleaxe by +2.

Pg. 21, **Daladrina, stat block**: Missing two feats. I suggest adding the following: Blind-Fight, Power Attack.

Pg. 25, **Understudy wizard, stat block**: Increase the wizard's Int score to 12.

Replace the "Skills" line with the following: "Skills: Concentration +7, Knowledge (arcana) +8, Scry +4, Spellcraft +8.

Add Scribe Scroll to the list of feats. Add one additional feat to the Understudy's feats (DM's choice).

Pg. 27, **Zinaida Quespar, stat block**: CR should be 2.

Pg. 27, **Area 11. Heartlock Component #2**: EL should be 7 for the area.

Pg. 27, **Area 11. Heartlock Component #2, Poison Gas Trap**: CR should be 7.

Pg. 29, **First column, Chain Lightning Trap**: Reflex save (DC 19), Search (DC 31), Disable Device (DC 31).

Pg. 29, **Area 19. Siebkron's Quarters, second paragraph, second sentence:** The secret door is located on the north wall of the area. Insert the words "wall to the north" at the end of the sentence, just before the parenthetical that details the Search DC.

Pg. 29, **Siebkron, stat block:** Add Scribe Scroll to his feats.

Missing feats; add three feats to the ones listed (DM's choice).

Pg. 31, **Area 21: Upper Redoubt, Bodyguards stat block:** There are only 10 bodyguards. The stat block erroneously lists 12.

Pg. 31, **Area 21: Upper Redoubt, Bodyguards stat block:** Attack line should be "Atk +4 melee (1d6+2, short sword) or +4 ranged (1d6, longbow, crit x3, range 100 ft.)"

Pg. 31, **Area 21: Upper Redoubt, Bodyguards stat block:** "Weapon Focus" should be "Weapon Focus (longbow)"

Pg. 31, **Area 21: Upper Redoubt, Bodyguards, stat block:** Missing two feats. I suggest adding the following to the listed feats: Blind-Fight, Power Attack.