

Compiled *Crucible of Freya* Errata

Compiled 8-26-02, Scott Greene

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

Pg. 5, **Area A**, EL should be 5.

Pg. 5, **Karigor the Troll**, CR should be 5, not 6.

Pg. 8, **Area D**, EL should be "EL 7 or 8", not "4 or 7."

Pg. 10, **Female manticore**, CR should be 5, not 3.

Pg. 13, **Arlen**, missing CR; should be CR 3.

Pg. 14, **Shandril**, missing CR; should be CR 6.

Pg. 15, **Beran**, missing CR; should be CR 5.

Pg. 15, **Lauriel**, missing CR; should be CR 2.

Pg. 15, **Town Guards**, missing CR; should be CR 1.

Pg. 16, **Kath**, missing CR; should be CR 2.

Pg. 16, **Lannet**, missing CR; should be CR 3.

Pg. 17, **Durgis**, missing CR; should be CR 1.

Pg. 17, **Trel, Burl, and Gar**, all missing CRs; should all be CR 1.

Pg. 17, **Lasha**, missing CR; should be CR 2.

Pg. 19, **Palisade**, missing EL; should be EL 4.

Pg. 20, **The Chapel**, missing EL; should be EL 5.

Pg. 22, **The Southwest Tower**, missing EL; should be EL 5.

Pg. 26, **Upper Level**, missing EL; should be EL 2.

Pg. 26, **The Northeast Tower**, missing EL; should be EL 4.

Pg. 28, **Lower Tower Level 3**, the EL is incorrect. It should be "EL 6."

Pg. 20, **Orc Palisade Guards**, CR should be ½, not 3.

Pg. 20, The **Orc Palisade Guards** attacks should be "Atk +4 melee (1d8+3, longspear, crit x3) or +3 melee (1d6+2, short sword, crit 19-20) or +2 ranged (1d6, shortbow, range 60 ft)."

Pg. 20, **Orc Warriors**, CR should be ½, not 2.

Pg. 20, The **Orc Warriors** attacks should be "Atk +4 melee (1d12+3, greataxe, crit x3) or +2 ranged (1d6, shortbow, range 60 ft)."

Pg. 20, **Orc Sentry**, attack should be "Atk +3 melee (1d6+2, short sword, crit 19-20) or +2 ranged (3d6, scorpion, crit x3, range 200 ft.; additional 1d6 damage if flaming)."

Pg. 20, **Tavik's** CR should be 4, not 5.

Pg. 22, **Orc Sentry**, attack should be "Atk +2 ranged (3d6, scorpion, crit x3, range 200 ft., additional 1d6 damage if flaming) or +3 melee (1d6+2, short sword, crit 19-20)."

Pg. 22, **Nagrod**, Replace Nagrod's stat block with the following updated stat block:

Nagrod the Orc Chieftan, Male Orc Bbn2: CR 2; SZ M; HD 2d12+6; hp 27; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 armor); Atk +6 melee (1d8+6/1d8+6, orc double axe); SA rage (1/day); SQ fast movement, light sensitivity, darkvision (60 ft.); AL CE; SV Fort +6, Ref +1, Will -1; Str 18, Dex 12, Con 16, Int 8, Wis 8, Cha 8.

Skills: Climb +3, Intimidate +4, Listen +0, Spot +1, Wilderness Lore +3. *Feats:* Exotic Weapon Proficiency (orc double axe).

Possessions: Breastplate, orc double axe, 347 sp, two amethysts (25 gp each), key to the "back door."

When raging, Nagrod's attack bonus increases to +8 melee and he deals 1d8+5 points of damage with his orc double axe. He gains +4 hp (bringing his total to 31) and he gains a +2 bonus to Will saves. His AC decreases to 14 while raging. Nagrod can rage for 8 rounds after which he is fatigued for the duration of the encounter.

Pg. 26, **Orc Warriors**, CR should be ½, not 3.

Pg. 26, **Orc Warriors** attack line should be "Atk +4 melee (1d12+3, greataxe, crit x3) or +2 ranged (1d6, shortbow, range 60 ft.)."

Pg. 26, **Medium-Size Monstrous Spiders**, CR should be 1, not 2.

Pg. 28, **Medium-Size Zombies**, CR should be ½, not 2.

Pg. 28, **Medium-Size Zombies**, HD and hp should read "HD 2d12+3; hp 16."

Pg. 29, **Eralion the Shadow-Mage**, CR should be 6, not 5.

Pg. 29, **Eralion the Shadow-Mage**, AC should read "AC 15 (+2 bracers, +2 Dex, +1 deflection)."

Pg. 33, **Common Orcs**, CR should be ½, not 1.

Pg. 36, **Jerinor and Hathol** should each be CR 1.

Pg. 36, **Jerinor and Hathol's** initiative line should read "Init +1 (Dex)."

Pg. 36, **Jerinor and Hathol's** languages spoken should be "Common" only. They cannot speak Elven.

Pg. 37, **Encountering the Raiding Party**, EL is incorrect. It should be EL 5.

Pg. 37, **Kren the Orc Sub-Lieutenant**, replace his stat block with the following updated stat block:

Kren the Orc Sub-Lieutenant, Male Orc War2: CR 1; SZ M; HD 2d8+6; hp 18; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 armor); Atk +6 melee (1d12+4, greataxe, crit x3); AL CE; SV Fort +6, Ref +2, Will +1; Str 16, Dex 14, Con 16, Int 9, Wis 12, Cha 10.

Skills: Intimidate +3, Listen +2, Spot +2. *Feats:* Weapon Focus (greataxe).

Possessions: Scale mail, greataxe, *Crucible of Freya*, sack tied on his belt containing a pearl (100 gp) and a large iron key (which opens the "back door" to the northwest tower of the ruined keep), 18 gp, and 33 sp.

Pg. 38, **Orc Warriors**, CR should be ½, not 3.

Pg. 38, **Orc Warriors** attack line should be "Atk +4 melee (1d12+3, greataxe, crit x3) or +2 ranged (1d6, shortbow, range 60 ft.)."

Pg. 41, **Means of Entry section, The "Umbra"**, change "Wisdom check DC 15" to "Spot check DC 15."

Pg. 44, **Goblin**, attack line should read "Atk +1 melee (1d6-1, light mace) or +3 ranged (1d6-1, javelin, range 30 ft.)."

Pg. 44, **Common Orcs**, attack line should be "Atk +4 melee (1d12+2, battle axe, crit x3) or +1 ranged (1d6, shortbow, range 60 ft.)."

Pg. 44, **Orc Leader**, replace the listed stat block with the following updated stat block:

Orc Leader, Male Orc War2: CR 1; SZ M; HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 armor); Atk +6 melee (1d12+4, greataxe, crit x3) or +5 melee (1d6+2, short sword, crit 19-20); AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 12.

Skills: Intimidate +5, Listen +2, Spot +2. *Feats:* Weapon Focus (greataxe).

Possessions: Scale mail, greataxe, short sword, 8 gp, 12 sp.

Pg. 44, **Orc Warriors** attack line should be "Atk +4 melee (1d12+3, greataxe, crit x3) or +2 ranged (1d6, shortbow, range 60 ft.)."

Pg. 45, **Stirge**, CR should be $\frac{1}{2}$, not 2.

Pg. 45, **Troll**, CR should be 5, not 6.

Pg. 45, **Waymarch Cavalier**, missing CR; should be CR 2.

Pg. 45, **Waymarch Cavalryman Leader**, missing CR; should be CR 4.

Pg. 45, **Waymarch Footman**, missing CR; should be CR 2.

Pg. 46, **Waymarch Knight**, missing CR; should be CR 4.

Pg. 46, **Waymarch Sheriff**, missing CR; should be CR 4.

Pg. 46, **Worg**, CR should be 2, regardless of number of worgs.