

Compiled *Siege of Durgam's Folly* Errata

Compiled 8-27-02, Scott Greene

Here are the official rules and clarifications for the *Siege of Durgam's Folly* module. Only relevant changes (i.e., changes that would impact the module or encounter) are included.

Inside Back Cover Map, move the trap door from Area 5 to Area 6.

Pg. 6, **Trina**, Initiative should be "Init +6 (+2 Dex, +4 Improved Initiative)."

Pg. 10, **Encounter 4: Eyes in the Night** should be EL 3.

Pg. 10, **Clockwork Scout** stat block, attack should be "Atk +0 melee"

Pg. 10, **Clockwork Scout** stat block, insert "Face/Reach 2 ½ ft by 2 ½ ft/0 ft" in stat block just before the scout's alignment.

Pg. 16, **Area 27: Chaplain's Study**, this room should be called "Chaplain's Room."

Pg. 18, "**Wait Them Out**", the last sentence should refer to "Area 16 of the dungeon level", not Area 21.

Pg. 19, **Clockwork Warrior** stat block, slam damage should be "1d6+7"

Pg. 19, **Clockwork Drone** stat block, slam attack should be "Atk +0 melee"

Pg. 20, **Clockwork Parasites**, attack should be "Atk +4 melee"

Pg. 21, **Clockwork Titans**, attack should be "Atk +12 melee"

Pg. 21, **Clockwork Titans**, damage should be "2d6+12 [x2]"

Pg. 21, **Clockwork Warriors** stat block, slam damage should be "1d6+7"

Pg. 21, **Area 6: Holding Cell**, missing EL; should be EL 6.

Pg. 22, **Gorrush Kar**, CR should be CR 6.

Pg. 23, **Bellek the Apprentice**, AC should be "AC 17 (+1 Dex, +2 *ring of protection*, +4 natural)"

Pg. 21, **Clockwork Warriors** stat block, slam damage should be "1d6+7"

Pg. 23, **Theodocious the Forger**, AC should be "AC 14 (+4 natural)"

Pg. 27, references to "Fort Prudence" in the text should be replaced with "Durgam's Folly."

Pg. 28, **Challenge Rating, first column**: Replace the second sentence of the section with "It is immobile, it has no attacks, and its spells are incapable of harming its opponents."

Pg. 28, **Clockwork Warrior**, "Damage" line in stat block should be "Slam 1d6+7"

Pg. 28, **Parasites (The Possessed)**, "Attacks" line in stat block should be "Longsword +4 melee"

Pg. 29, **Clockwork Scout**, "Attacks" line in stat block should be "Slam +0 melee"

Pg. 29, **Clockwork Scout**, "Face/Reach" line in stat block should be "2 ½ ft. by 2 ½ ft./0 ft."

Pg. 30, **Clockwork Drone**, "Attacks" line in stat block should be "Slam +0 melee"

Pg. 30, **Clockwork Swarm**, "Damage" line in stat block should be "Slam 2d6+3"

Pg. 31, **Clockwork Titan**, "Attacks" line in stat block should be "2 slams +12 melee"

Pg. 31, **Clockwork Titan**, "Damage" line in stat block should be "Slam 2d6+12"

Pg. 31, **Creating a Clockwork Creature, Skills and Feats section**: Replace the first sentence with "Clockworks lose half of their total skills and feats, rounded up."