

Wyrmskeep Dungeons BW3: The Beast Below Version 1 Errata

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Changes are list by page, section name, paragraph (if more than one paragraph), and sentence.

Page 2: GENERAL NOTES. Doors - First sentence

Doors are made of strong wood with metal bracing.

Page 3: HABERDASHERY BASEMENT - Second sentence of first paragraph

The stonework for this room is different from the shop above.

Page 4: SIDE PASSAGE - Second sentence of second paragraph

Later the party can return and clear the rubble pile enough to climb over it with 30 minutes of effort.

Page 5: COBWEB ROOM - Third sentence of description

The ceiling of the chamber is at least 60' above — the deep shadows make it hard to tell.

Page 5: FESTIVAL CHALLENGE - First sentence of first paragraph

The Equinox Festival Challenge is a sporting event for teams of 4-8 persons and held at the Barrowash Arena (see centerfold map).

Page 5: FESTIVAL CHALLENGE - Sixth sentence of second paragraph

The party should name their team.

Page 6: Boar wrangling - Third paragraph

If the opponents win, it will be discovered after the match that one member of that team wore leather armor under their clothes, causing them to lose points and the event.

Page 6: Rope climb - Last sentence of second paragraph

The winning team is the first to have one relay of members complete three circuits.

Page 7: Wyrmball - Last sentence of first paragraph

The number of players is the same as the party's team.

Page 7: Wyrmball - Last sentence of fourth paragraph

On failure, the backstop is out.

Page 9: Sixth paragraph of page, fourth sentence

Once attacked, the skeleton will attempt to grapple (Strength 16) any opponents within 10 ft. of its mouth and then fling those caught against random walls doing 4 (1d6+1) damage.

Page 9: Seventh paragraph of page

Important! Once the party has gone through the secret door, fought the brigands in the **Meeting Room (10)**, and returned to this room, a special encounter occurs in the **Exit Corridor (8)**. Read the description of that encounter for details.

Page 9: BRICKED-UP CORRIDOR - Last paragraph

When the party checks the passage again, the two will have disappeared, with the brick wall still there and intact!

Page 10: MEETING ROOM AND OFFICE - Parenthetical comment in third paragraph

(one being a **Brigand Leader**)

Page 10: INTERLUDE 3

The mentor will be able to examine the papers and figure out that “gala” refers to a party occurring the next evening at the manor of a wealthy merchant named **Xerces Rockwell**.

Page 15: CATACOMBS - Third paragraph

Touching any bones will result in the sounds of squeaking, hissing, and chattering to commence throughout the catacombs, seeming from a distant source but slowing approaching. After one minute, **giant rats** will manifest at some point in the catacombs not currently being viewed, move towards the party, and attack. There will be one rat per person in the catacombs, plus two more.

Page 16: TRAPDOOR - First sentence of first paragraph

The tunnel begins to change from stone brick walls to plain dirt with wooden support beams every 15 ft. or so, like in a mine.

Page 18: EPILOGUE - Last sentence of first paragraph

In either case, they will gain a positive renown in Barrowash, giving them a +1 to all interactions with merchants.

Page 23: Wand of Stone - Rockskin feature

Rockskin. While holding the wand, you can use an action to expend 1 charge and touch a willing creature. For the next ten minutes the target's skin has a rough, stone-like appearance, and the target's AC can't be less than 16, regardless of what kind of armor the target is wearing.