

Libris Mortis™: The Book of Undead Errata

Page 42: Sample Death's Chosen

Larrak, the sample death's chosen character, has the following statistics when wielding his *+1 greatsword*: Atk +16 melee (2d6+11/19–20) and Full Atk +16/+11 melee (2d6+11/19–20).

Page 46: Sample Master of Radiance

Branna Caersiccus, the sample master of radiance, should have AC 17, touch 11, flat-footed 17. Moreover, replace her Weapon Focus (heavy mace) feat with Weapon Focus (scimitar).

Page 47: Sample Master of Shrouds

Kaerta Bale, the sample master of shrouds, should have AC 19, touch 10, flat-footed 19.

Page 60: Deathbound Domain

Under the domain's granted power, change the word "controlling" to "creating," so that the granted power reads as follows: "Your limit for creating undead animated with spells increases to three times your caster level instead of the normal two times caster level."

The brief spell descriptions for the *avasculate* and *avascular mass* spells should read as follows:

7 **Avasculate:** Reduce foe to half its hit points and stun for 1 round by purging blood vessels.

8 **Avascular Mass:** Reduce foe to half its hit points and stun for 1 round by purging blood vessels, and trap creatures in a 20-ft. radius from victim.

Page 61: Sorcerer/Wizard Spell List

The brief spell descriptions for the *avasculate* and *avascular mass* spells should read as follows:

Avasculate: Reduce foe to half its hit points and stun for 1 round by purging blood vessels.

Avascular Mass: Reduce foe to half its hit points and stun for 1 round by purging blood vessels, and trap creatures in a 20-ft. radius from victim.

Page 64: Energy Ebb

Strike the words "see text" from the Saving Throw line.

Page 66: Ghoul Gauntlet

The spell's Target should read "One living humanoid creature."

Page 66: Ghoul Gesture

In the spell's description, strike the phrase "and creatures immune to poison are unaffected by the stench" from the second paragraph.

Page 83–84: Angel of Decay

Change the creature's statistics as follows:

Base Attack/Grapple: +13/+30

Full Attack: 2 claws +20 melee (2d6+18) and 2 wing slams +15 melee (1d6+11) plus rotting touch*

In addition, the save DCs for the angel of decay's rotting aura should be 27, not 24.

Page 85: Blaspheme

Change the creature's statistics as follows:

Armor Class: 20 (+1 Dex, +9 natural), touch 11, flat-footed 19

Page 86: Bleakborn

Change the creature's statistics as follows:

Base Attack/Grapple: +4/+10

Page 87: Blood Amniote

Change the creature's statistics as follows:

Armor Class: 26 (–2 size, +5 Dex, +13 natural), touch 13, flat-footed 21

Base Attack/Grapple: +7/+19

In addition, add the following sentence to the end of the first paragraph of the creature's blood call ability: "This ability has no effect on plants or oozes."

Page 88: Bloodmote Cloud

Change the creature's statistics as follows:

Initiative: +1

Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18

Page 89: Bone Rat Swarm

The save DC against the swarm's distraction ability should be 12, not 15.

Page 90: Brain in a Jar

Change the creature's statistics as follows:

Speed: Fly 30 ft. (6 squares) (good)

Armor Class: 15 (+2 size, +2 Dex, +1 deflection), touch 15, flat-footed 13

Page 91: Carcass Eater

Add the following lines to the creature's statistics, after the Challenge Rating line:

Treasure: None

Alignment: Always neutral

Page 93: Corpse Rat Swarm

The save DC for the swarm's distraction ability should be 14, not 15.

Page 93: Crypt Chanter

Change the creature's statistics as follows:

Attack: Incorporeal touch +7 melee (1d8)

Full Attack: Incorporeal touch +7 melee (1d8)

Page 95: Dessicator

The dessicator's fatiguing touch ability deals 1d6 points of damage, not 1d8 as indicated in the ability's descriptive text.

Page 95: Dire Maggot

Change the creature's statistics as follows:

Huge Vermin

Base Attack/Grapple: +4/+13

Attack: Bite +3 melee (1d8+1 plus paralytic saliva)

Full Attack: Bite +3 melee (1d8+1 plus paralytic saliva)

Advancement: 7–11 HD (Huge)

In addition, add the following statistics after the Challenge Rating line:

Treasure: None

Alignment: Always neutral

Page 96: Dream Vestige

Change the creature's statistics as follows:

Hit Dice: 17d12+34 (144 hp)

Base Attack/Grapple: +8/—

Attack: Tendril +13 melee (3d6+2 plus form consumption)

Full Attack: 4 tendrils +13 melee (3d6+2 plus form consumption)

Page 97: Entomber

Change the creature's statistics as follows:

Base Attack/Grapple: +4/+10

Page 100: Sample Evolved Undead

The sample evolved undead wraith's Constitution drain ability has a save DC of 15, not 14.

Page 101–102: Sample Ghost Brute

Change the creature's statistics as follows:

Space/Reach: 5 ft./5 ft.

Environment: Any land

Level Adjustment: —

Page 104: Sample Gravetouched Ghoul

Change the creature's statistics as follows:

Alignment: Chaotic evil

Page 105: Grave Dirt Golem

Change the creature's statistics as follows:

Base Attack/Grapple: +8/+18

Page 106–107: Sample Half-Vampire

Delete uncanny dodge from the creature's special qualities. In addition, while raging, the half-vampire gnoll barbarian has the following changed statistics: AC 14, touch 9, flat-footed 13; Grp +7.

Page 108: Sample Hooded Pupil

Change the creature's statistics as follows:

Base Attack/Grapple: +7/+18

Attack: Morningstar +13 melee (2d6+7) or javelin +5 ranged (1d8+7)

Full Attack: 2 morningstars +13/+8 melee (2d6+7) or 2 javelins +5 ranged (1d8+7)

Page 109: Hulking Corpse

Change the creature's statistics as follows:

Base Attack/Grapple: +10/+22

Advancement: 21–30 HD (Large); 31–60 HD (Huge)

Page 110–111: Sample Mummified Creature

Change the creature's statistics as follows:

Space/Reach: 10 ft./10 ft.

Environment: Any desert or underground

Challenge Rating: 6

Level Adjustment: +6

In addition, the creature's mummy rot ability should have a save DC of 12, not 16.

Page 112: Murk

Change the creature's statistics as follows:

Speed: Fly 30 ft. (6 squares) (good)

Page 115: Plague Blight

Change the creature's statistics as follows:

Space/Reach: 5 ft./5 ft.

Page 116: Quell

Delete the creature's Weapon Finesse feat.

Page 117: Raiment

Change the creature's statistics as follows:

Hit Dice: 3d12 (19 hp)

Base Attack/Grapple: +1/+3

Attack: Coat sleeve +4 melee (1d2+3)

Full Attack: 2 coat sleeves +4 melee (1d2+3)

Page 118: Sample Revived Fossil

Change the creature's statistics as follows:

Hit Dice: 8d12+40 (92 hp)

Saves: Fort +2, Ref +3, Will +6

Challenge Rating: 9

Page 119: Creating a Revived Fossil

Change the Challenge Rating section as follows (and ignore the accompanying table):

Challenge Rating: Same as the base creature +3.

Page 119: Skin Kite

Change the creature's statistics as follows:

Hit Dice: 4d12 (26 hp)

Base Attack/Grapple: +2/–2 (+10 when attached)

Attack: Touch +7 melee (1d4)

Full Attack: Touch +7 melee (1d4)

Page 120: Skirr

Change the creature's statistics as follows:

Base Attack/Grapple: +4/+18

Attack: Bite +9 melee (2d8+6)

Full Attack: Bite +9 melee (2d8+6) and 2 claws +6 melee (2d6+3)

Page 120: Skulking Cyst

Change the creature's statistics as follows:

Attack: Intestine loop +7 melee (1d4 plus attachment)

Full Attack: 2 intestine loops +7 melee (1d4 plus attachment)

Space/Reach: 5 ft./5 ft.

Page 121: Slaughter Wight

Change the creature's statistics as follows:

Advancement: 19–21 HD (Medium); 22–28 HD (Large)

Also, remove the vicious slammer ability from the creature's list of special qualities.

Page 122: Slaymate

Change the creature's statistics as follows:

Base Attack/Grapple: +2/–1

Page 124: Swarm-Shifter Mummy King

In beetle swarm form, the swarm-shifter mummy king has a flat-footed AC of 24. In sand swarm form, it has AC 34, touch 24, flat-footed 28. In scorpion swarm form, it has a flat-footed AC of 24, not 25.

Page 128: Tomb Mote

Change the creature's statistics as follows:

Hit Dice: 3d12 (19 hp)

Page 128–129: Sample Umbral Creature

Change the creature's statistics as follows:

Attack: Incorporeal touch +6 melee (1d8 Strength)

Full Attack: Incorporeal touch +6 melee (1d8 Strength)

Space/Reach: 10 ft./5 ft. (10 ft. with incorporeal touch)

Environment: Any land or underground

Level Adjustment: —

Page 131: Voidwraith

Change the creature's statistics as follows:

Hit Dice: 6d12+6 (45 hp)

Armor Class: 17 (+5 Dex, +2 deflection), touch 17, flat-footed 12

Base Attack/Grapple: +3/—

Abilities: Str —, Dex 21, Con —, Int 8, Wis 13, Cha 15

Feats: Improved Initiative, Improved Toughness*, Lightning Reflexes

*New feat described in Chapter 2.

Page 132: Wheep

Change the creature's statistics as follows:

Base Attack/Grapple: +4/+15

Advancement: 10–16 HD (Medium); 17–24 HD (Large)

Page 147: Korath the Elder

Change Korath the Elder's statistics as follows: Base Atk +12; Grp +23; Atk +18 melee (2d8+10, greatclub) against ethereal foes; Full Atk +18/+13/+8 melee (2d8+10, greatclub) against ethereal foes.

Page 147: Laddy Bristerbuck

Laddy Bristerbuck's flat-footed AC should be 19, or 18 against ethereal foes.

Page 149: Stronglimb

Stronglimb's flat-footed AC should be 10, not 11.

Page 155: Krilla Darkhand

Change Krilla Darkhand's statistics as follows: Atk or Full Atk +4 melee touch (1d8+5 negative energy plus paralysis, touch) or +9 ranged (1d6+1/19–20 nonlethal damage plus sleep, masterwork light crossbow).

In addition, Krilla makes a +4 melee touch attack with her *touch of fatigue* spell, not +3 as indicated.

Finally, Krilla's familiar is a weasel.

Page 158: Crocodile Skeleton

Change the creature's statistics as follows:

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Page 158: Dire Badger Skeleton

Change the creature's statistics as follows:

Space/Reach: 5 ft./5 ft.

Page 159: Deinonychus Skeleton

Change the creature's statistics as follows:

Initiative: +7

Page 160: Athach Skeleton

Change the creature's statistics as follows:

Full Attack: Morningstar +13 melee (3d6+8) and bite +8 melee (2d8+4); or 3 claws +9 melee (1d8+8) and bite +8 melee (2d8+4)

Page 160: Nine-Headed Hydra Skeleton

Change the creature's statistics as follows:

Base Attack/Grapple: +4/+17

Attack: 9 bites +7 melee (1d10+4)

Full Attack: 9 bites +7 melee (1d10+4)

Page 163: Baanmukh

Baanmukh's attack bonus when making a powerful charge should be +12, not +9.

Page 164: Izrok Radja

Izrok deals 1d6+3 points of damage with his *+1 rapier* or slam attack, not 1d6+2 as indicated.

Page 164–165: Karadag

Change Karadag's statistics as follows: Atk +13 melee (1d6+6 plus energy drain, slam) or +11 ranged (1d10+1/19–20, *+1 heavy crossbow*); Full Atk +13

melee (1d6+6 plus energy drain, slam) and +11 melee (1d4+2, bite) or +11 ranged (1d10+1/19–20, +1 *heavy crossbow*).

In addition, Karadag's blood frenzy ability does not grant +2 Constitution. Her rake ability has an attack bonus of +11, not +10 as indicated.

Page 165: Pyotar Umarov

Change Pyotar's statistics as follows: AC 29, touch 12, flat-footed 27.

Page 166–167: Riikos

Riikos does not have vulnerability to sunlight; strike all references to this special quality. In addition, all of his spells that require a ranged touch attack have an attack bonus of +10, not +9 as indicated.

Change the statistics of Riikos's weasel familiar as follows: AC 17, touch 14, flat-footed 15; Int 8. Also, delete its speak with animals ability.

Page 167: Satoris

Reduce all of Satoris's attack bonuses by 1.

Page 167: Shamila Garrick

Shamila's grapple bonus should be +4, not +5.

Page 170: Dire Rat Zombie

Change the creature's statistics as follows:

Speed: 40 ft. (8 squares), climb 20 ft.

Page 170: Gnome Warrior Zombie

Change the creature's statistics as follows:

Initiative: –1

Page 170: Goblin Warrior Zombie

Change the creature's statistics as follows:

Saves: Fort +0, Ref +0, Will +3

Page 172: Dire Ape Zombie

Change the creature's statistics as follows:

Armor Class: 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16

Page 174: Uther Kyush

Uther Kyush has a flat-footed AC of 23, not 18.

Page 175: Cyranthus

Cyranthus has a speed of 30 ft., not 20 ft. He is also missing a feat. Add the Corpsecrafter feat (described in Chapter 2) to his list of feats.

Page 175–176: Tarek Duskwood

Tarek has a flat-footed AC of 18, not 15. His attack bonus with the dagger is +10, not +9.

Page 176: Tival

Tival's touch AC is 10, not 11, and her flat-footed AC is 17, not 16.

Page 181: Myphosoles

Myphosoles has AC 28, touch 11, flat-footed 26.

Page 182: Mother Shemmel

Change Mother Shemmel's statistics as follows: Atk +10 melee (1d8+2, +1 *warhammer*) or +7 ranged (1d8+1/19–20, light crossbow with +1 *crossbow bolt*); Full Atk +10/+5 melee (1d8+2, +1 *warhammer*) or +7 ranged (1d8+1/19–20, light crossbow with +1 *crossbow bolt*).

In her list of possessions, change Mother Shemmel's masterwork warhammer to a +1 *warhammer*.

Page 184: Area 10

The lieutenant (6th-level human rogue) in this area has a flat-footed AC of 18, not 14.

Page 187: Indrimi

Change Indrimi's statistics as follows: HD 9d4+27; Spd 30 ft.