

# DRAGON WARRIORS RULEBOOK ERRATA

This is a list of literally everything we've found that's wrong in the Magnum Opus Press release of the *Dragon Warriors* rulebook, from large errors right down to the very smallest, most pernicky slip-ups like extra spaces and commas in the wrong place. In some cases there's nothing technically wrong, we just think we can phrase the text a bit more clearly when we come to do a revised edition. If you spot anything that's not on this list then please let us know.

(*Everything* that's wrong in the *Dragon Warriors* rulebook? Well, almost. You see, there's this picture that shows the direct opposite of something stated clearly in the text...)

## IMPORTANT ERRORS

<u>Page and section</u>	<u>Printed as</u>	<u>Should be</u>
20 under 'Warlocks'	defence score is 6	defence score is 5
21 under 'Magical Attack'	13 in the case of Warlocks	12 in the case of Warlocks
24 under 'Mystics' under 'Elementalists'	ring mail armour	mail hauberk Add the words: "(Intelligence must be at least 9 and Psychic Talent must be at least 9 for the character to be an Elementalist)"
under 'Elementalists' under 'Assassins'	hardened leather armour hardened leather armour	padded armour padded armour
28 Barbarians and Armour'	add: 'and suffer a -2 penalty from ATTACK and DEFENCE when wearing it (see p. 71)'.	
42 List of special abilities	Under Skills, add 'Breakfall' and 'Jumping'	
43 under 'Throwing Spikes'	(d2+1, 1)	(d2+1, 2)
62 column 2, para 3	reduces his stealth in these circumstances by 11 <i>(this is an original 1986 erratum, not noticed till now)</i>	reduces his stealth in these circumstances by 10
67, 69	Although the staff wasn't described as a two-handed weapon in the original game, you may want to declare that it is one. Ditto bows and crossbows.	

77	under 'Spell Failure Chances'	Ringmail Chainmail	Mail hauberk Mail armour
95	Spell list	<i>Create Light Breeze</i>	<i>Cutting Power of the Mind</i>
99	under 'False Rumours'	A more potent spell than the Darkness variant of <i>Create Light Breeze</i>	An aural version of the various <i>Illusion</i> spells used by other magicians,
120	under 'Warlock—8th rank'	Defence 11	Defence 12
	under 'Warlock—9th rank'	Defence 12	Defence 13
	under 'Warlock—10th rank'	Defence 13	Defence 14
	under 'Warlock—11th rank'	Defence 14	Defence 15
	under 'Warlock—12th rank'	Defence 15	Defence 16
133	NPC Weapons &c table	The table claims to contain information for all the Professions, but only the original 4 are actually included. Treat Assassins as Mystics, Elementalists as Sockerers, and for Warlocks roll d6: on 1-3 treat them as a Knight and 4-6 treat them as a Sorcerer.	
134	Property	A cottage should be 200F to purchase and 25F to rent	
232	under 'Spells'	<i>Tanglefoot</i>	<i>Tangleroots</i>
237		Chaper 19	Chapter 20
253	under 'Wraith'	Magical Attack 1d1	Magical Attack 1d10

## EVERYTHING ELSE

<u>Page and section</u>	<u>Printed as</u>	<u>Should be</u>
2 under 'Artists'	Scott Neill	Scott Neil
4-5 map	<p>Our official position on maps is that medieval cartography was very far from a precise science, most maps were impressionistic at best, and it is impossible to say that one map of Legend is 'right' and another is 'wrong'—there is no such thing as a single accurate map of the game-world, they are all inaccurate to a greater or lesser degree. Having said that, a few inconsistencies have crept in and should be pointed out:</p> <p>Ansa'im                      Amsa'im            Braylak                      Breylak            Emphdor                      Emphidor            Catina                        Gatina            Hagarn Mountains            Harogarn Mountains            ('Port Quag' in Krarth is an informal name for Port Quanongu; both are correct.)</p>	

29	Mystics	The first column says that Mystics can cast slightly fewer spells per day than other wizards; the second says the number is about the same. Obviously both can't be right; in our experience it tends to be the former, but not by much.	
30	Sorcerers and Armour	p. 70	p. 71
33	column 2, table Mystics and Armour	All-Seeing Eye p. 70	Allseeing Eye p. 71
34	Enchantment of Arms	+1 magic weapons	+1 magic weapons and armour
36	Elementalists and Armour Spellcasting	p. 70 Chapter 9	p. 71 Chapter 10
38	Warlocks and Armour Warlock Weapon Groups	p. 70 delete unnecessary spaces before table headers on VI and VII	p. 71
40	under 'Vampire Sword'	Close up space between header and body text	
43	under 'Throwing Spikes'	as explained above	if the Assassin has the Armour Piercing technique
45	column 2, second heading	'Assassin's Lotion	omit the first apostrophe
48	column 2, para 4	less than 08	07 or less
51	first paragraph	battle that deprives. a lord	omit full-stop
64	Extra-Special Cases	The text says there is no 'characteristic or ability' for sneaking past a sleeping sentry. This is text from the old Book 1, before the Stealth and Perception characteristics were introduced, which are precisely what you'd use for this situation.	
70		The stats given here for Sir Balin the third-rank Knight are actually lower than the stats given on p. 23 for Sir Balin the first-rank Knight. This is not technically an erratum: we merely speculate that he had an unlucky meeting with a Wight or other ability-altering being who has killed the rest of his companions.	
79		on page 255	on page 254
94	under 'TRANCE'	Pursuit	Pursuit (in italics)
101	under 'Icewall'	Icewalk	Icewall
104	under 'Darkness Spells'	a n	an
105	under 'Curtain of Night'	If	omit italicisation of 'I'

121 column 1, para 3	on pp 217-235	on pp 217-236
124 under 'Curse Table' under Madness Table 6	Remove the double full-stops after entries 76 and 77 Paragraph break after 'applies at all times'	
146 column 1	There is a paragraph break missing before Sword of Darkness.	
150, Ellesland map	Ostelin Abbey Montomire's Castle	Osterlin Abbey Montombre's Castle
154 Political Divisions map	Ephidor Ta'ashin Harogarn	Emphidor Ta'ashim Harogarn
155 column 2, para 2	Emil dual Guidor	Emil duul Guidor
161 column 1, para 3	Close double-quotes at end of last line.	
170, Casket of Fays	The entry gives no indication of the type of dice that the GM rolls to determine the result. We suggest 1d12, adding +1 to the result for each time the party has opened the Casket.	
184 languages chart	Being an ancient language, Old Mercadian should be boxed Vasic Tsursuneng	Visic Tsutuneng
185 colum 2, Example	he meets a. haughty Turlon's	omit full-stop Torlon's
188 under 'Majestic'	Krarth. for the high	omit full-stop
190 under 'Court of High Justice'	may wish to take,	omit comma
208 table, entry 4 table, entry 10, 1-4	Dexterity omit additional space before 'Intelligence score'	Reflexes
222 column 2, para 4	Bulbis	Bulbin
229 scene 12 heading	Fhionne	Fhionn
232 column 1, para 1	alter-cradle altar-cradle (Though most White Ladies have a Magical Attack of 22, Fhionn's is listed as 12. This is correct; the one-off change was made because it's a 1st-rank adventure.)	
241 under 'Elf'	bo	bow
253, under 'Wolves'	in packs robbing forays	in packs on robbing forays
254 second column	Firestorn	Firestorm

	Hecatimb	Hecatomb
Back cover	peoples'	people's

## Other aspects and clarifications

A number of people have asked about this so it's worth clarifying: a spell-user can use any of the spells of their appropriate level, as long as they have sufficient magic points to cast it.

If an attribute is increased to 19 by a spell or magical effect, use the Attribute Table on p. 21 but add an extra +1 to the value given for the same attribute at 18.

Monsters do not typically have their Reflexes score listed. The GM should roll it for them on 3d6 before any combat begins—the rule is on p. 127, which is quite a number of pages from the rules on determining turn-order in combat rounds on p. 71. We should have rationalised that better. Our apologies.

### **Gratitude**

Our thanks for their sharp eyes go to: Marius Bredsdorff, Colin Chapman, Jeff Devin, Antonio Eleuteri, Mike Hill, Richard Hill, Wayne Imlach, Chris Kerry, Patrick Murray, Pierre-Eric Raby, Xavier Raoult, Gordon Richards, Kieran Turley, Paul Vermeren, Luke Walker and Andrew Wright.

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