

## Unofficial BECMI Errata

### BASIC SET

P40 - Magic Missile: duration is "1 turn"

P54 - Ending the adventure, add at the end:

Resting can also restore lost hit points. To cure wounds by resting, the wounded creature must relax in a safe place, and may *do nothing but rest*. Each full day of complete rest will restore 1d3 hit points. If a day's rest is interrupted for any reason, *no* healing will take place. Characters are assumed to sleep, eat, and drink as necessary while resting. \*\*

D16 - Dodging: the bonus is -2, not -1

D25 - Bat

First column is "Normal", second column is "Giant"

D26 - Beetle

The three columns are, in order, "Fire, Oil, Tiger"

D34 - Medusa

Change second sentence in description:

"The sight of a medusa will turn a creature to stone unless the victim makes a Saving Throw vs. Turn to Stone. If a medusa sees her own reflection, she must make a Saving Throw vs. Turn to Stone or she will petrify herself!"

D36 - Rat

Add XP: 2 (Normal Rat), 5 (Giant Rat)

D38 - Sprite

Add Armor Class: 5

D44 - Protection from Undead:

"Specters (or larger)" -> "Specters or Vampires"

Add: "Phantoms, Haunts, or Spirits 1-2"

Add: "Spirits (or larger) 0" \*\*

### EXPERT SET

8 - Protection from Evil 10' Radius

Use this text:

This spell makes the recipient (and all others within 10' at the time of the casting) protected by "evil" attacks. Each creature within the barrier gains a + 1 to all Saving Throws resulting from effects produced by non-protected creatures or other environmental hazards., and all attacks against protected creatures made by non-protected creatures are penalized by - 1 to the attacker's Hit roll while the spell lasts. If a creature moves more than 10' away from the caster, he will lose his protection, and cannot regain it by returning to the area. "Evil" creatures are creatures that want to harm the Cleric. Remember that a Chaotic alignment does not automatically mean Evil, although many Chaotic monsters have evil intentions. In addition, "enchanted" creatures cannot attack those within the barrier hand-to-hand. Enchanted creatures can attack with missile or magical attacks however. An "enchanted" creature is any creature that is magically summoned, animated or controlled (as with a charm spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted. If anyone within the spell radius attacks an enchanted creature, the spell will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply. \*\*

#### 8 - Create Food

Use this text:

This spell creates enough food to feed 36 men or 12 men and their mounts for one day. For every level of the cleric above 8th, food for 36 additional men or 12 additional men and mounts is created.

#### 10 – Spear combat

Between "If a monster charges – that is," and "runs for 20 feet indoors, or 20 yards outdoors, before its attack" add "using a special attack that only some monsters have, and " \*\*

## COMPANION SET

#### P2 - Paths to Immortality, second sentence

"After reaching level 30 or greater, a character can gain Immortality by following one of four paths:"

#### P3 - New Armor and Weapon, add at the end:

"Scale mail armor costs 30 gp, and banded mail costs 50 gp."

#### P22 - Power Word Stun

Duration: 2-12 or 1-6 rounds

#### P24 – Dance

Add at the end of the spell: "You have 10 rounds to try to touch the intended victim. you could cast Dance to have it ready, then cast other spells while awaiting a chance to touch. In any case, your attempt to touch constitutes your action for that round. If part of the 10 rounds remains, you may try again.

## MASTER SET

### P4 – Detect Danger

After “Effect”, add “Accuracy: 10' divided by Level

Example: A 10th level druid can detect danger accurate to within 1 foot at up to 50' range. At 36th level the accuracy is about 1/4 inch.”

### P15 - Horse Armor

Correct the AC

<b>Barding type</b>	<b>AC</b>
Joust	-1
Field	1
Plate	2
Banded	3
Chain	4
Scale	5
Leather	6

### P19 - Staff

Last Sentence: A staff may be used by all classes except Thieves.

### D16 - Animals, Normal and Giant

Add:

Weasel, Giant

### D17 - Monsters

Add:

Snow Ape, I 4

Stirge, I 1

Whale, Killer I 9

Whale, Narwhal, I 10

Whale, Sperm I 12

Change:

Dolphin, I 11

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## GAZ2 EMIRATES OF YLARUAM

GAZ2 Emirates of Ylaruam shows only 11 months in the calendar. The missing month is the month before Ramadan, Shaban.

## GAZ3 THE PRINCIPALITIES OF GLANTRI

Correct map scales:

City map: 1" = 80 yards

Inside cover maps: 1" = 50 yards

Geographical map: 1 hex = 8 miles

## GAZ6 DWARVES OF ROCKHOME

The dwarven calendar on page 27 of GAZ6 Dwarves of Rockhome only shows the Thyatian names of the months. Dwarven equivalents names: Wharlin, Morlin, Hralin, Hwyrin, Styrlin, Bahrlin, Buhrlin, Klintlin, Birrlin\*, Biflin, Jhyrlin, Kuldlin

(\*instead of Barrlin, which sounded too much like Bahrlin)

## GAZ9 MINROTHAD GUILDS

The Verdier Calendar in GAZ9 Minrothad Guilds consists of 336 days (12 complete lunar cycles). Therefore the calendar dates for the lunar phases should not change from year to year, which contradicts page 13 of the Adventurer's Guide. First note that there is a small glitch in the month of Onmun the first quarter moon waning should be on the 26th (not on the 29th), and the second new moon should be on the 28th (instead of the 30th). With this being corrected, and since both calendars have the same total numbers of days and lunar phases, the yearly two-day adjustment then seems indeed superfluous.

## GAZ11 REPUBLIC OF DAROKIN

According to the descriptions on page 42 of GAZ11 Republic of Darokin, Hinmeet would be close to the Malpheggi Swamps. Mar and Hinmeet were accidentally transposed on the very first color map (the error has been perpetrated on all later maps of the region).

## GAZ14 THE ATRUAGHIN CLANS

MAP: The Children of the Viper should be called the Children of the Tiger

In "Children of the Horse" there are two rivers, not three.

## HOLLOW WORLD BOXED SET

The scale on the two hex maps equal 40 miles per hex.

Rafiel belongs to the Sphere of Energy, not Time.

The area between the Arm of the Immortals and the Orc's Head Peninsula seems like land territory instead of water. There is a coastal line in blue that delineates the Yalu Bay and the small spot for the Trident Isle. An unfortunate error in production caused the blue color to end too far south.

The Izondian Deep is also known as the Western Sea (see X9 The Savage Coast for a good map of the Orc's Head Peninsula and the coastal region north of the Izondian Deep). The Midland forest (also known as the Darkwood) also stretches too far south; it covers Hule completely

## DAWN OF THE EMPERORS BOXED SET

Wendar and Denagoth are both located north of Glantri. They were presented in D&D module X11 Saga of the Shadowlord.

## HWR2 KINGDOM OF NITHIA

*Kingdom of Nithia* mentioned several types of armor, including the great Nithian shield, partial armor, and full armor. Among these were the armband, anklet, bracelet, breast plate, leather harness, leather helm, battle helm, textile armor, scale/textile armor, and plate mail. The use of the armlets, anklets, and bracelets is explained in the section on page 26 of the Player's Tome that deals with Bracers' Skills. They can be used in conjunction with a leather harness or breast plate. They do not affect armor class for armor or combinations of partial armor providing AC 6 or better. The use of a shield precludes the use of the Bracers' Skill, and the skills total bonus on armor class should be limited to +4 in any case. See the table for details.

Armor	Cost (gp)	Enc. (cn)	AC	Notes
Armlet, pair	5	5	*	Partial Armor (as per Skill)
Anklet, pair	5	5	*	Partial Armor (as per Skill)
Bracelet, pair	5	5	*	Partial Armor (as per Skill)
Textile armor	15	50	+1	Partial Armor
Leather harness	15	20	+1	Partial Armor
Breast plate	15	100	+1	Partial Armor, without harness
Breast plate	30	110	+2	Partial Armor, with harness
Leather helm	10	50	+1	Partial Armor
Battle helm	20	100	+2	Partial Armor
Nithian shield	10	50	+1	See below
Nithian scale armor	20	200	7	Can use with helm and shield
Nithian plate mail	40	400	5	Can use with helm and shield

Nithian shields, because of their light build, can easily be destroyed, which happens in any combat round during which the character sustains five points of damage from a single attack, or 10 points or more from a combination of attacks. Thieves can use any of the partial armor except the battle helm and the breast

plate. Textile armor comes with a textile helm. In game terms, the latter provides protection against the sun only (no armor class bonus).

As far as the statement on page 39 is concerned, regarding the statues, check page 42, on the power that pyramids have over statues. That was the intended use of statues in Kingdom of Nithia. The mention of the three mystical structures is misleading in that respect.

On page 19 in the Heavyman section, there is mention of Shield Back and Nithian Armor skills that aren't described in the skills section. The Shield Back skill is pretty straightforward. If your character acquires this Dexterity skill, your character benefits from a +1 armor-class bonus against missile weapons shot from behind. This means the character wears his shield (medium size or larger) on his back. The shield has no effect against hand-held weapon attacks (like a, thief's backstab, for example). The Nithian Armor skill should have been removed from the final text; please ignore that mention.

## POOR WIZARD'S ALMANAC

28 – East Portage Area: 79,690 sq. miles

29 – Ekto Area: 38,160 sq. miles

34 – Furmenglaive Area: 9,875 sq. miles

41 – Helskir Area: 8,980 sq. miles

44 – Missing “Northern Territories of Dawn” description:

These bleak lands belong to Thyatis, but are administered by the Grand Duchy of Westrouke on behalf of Thyatis. It also should be noted that the actual Barony of Caerdwicca is part of the Southern Province (Provincia Meridional under Thyatis's control. Furmenglaive isn't, but still claims part of that province as land it legitimately owns (a mapper's headache). Part of the vast Dunadale Bogs are marked on the mapsheet as Unclaimed, although they are theoretically part of the Dunadale Confederacy. This is mostly wilderness infested with monsters and humanoids, especially in the wake of the Great War's troubled times.

47 – Kendach Area: 6,285 sq. miles

85 – Trikelios Area: 17,960 sq. miles

163 – Ascendancy label in the Date of Birth chart should be next to the Week label, above the Sun-Sky column

Map – Northern Province (in Isle of Dawn) should be Septentriona

Map – Castle Furmenglaive should be Furmenglaive (remove Castle)

Map – Princetown is part of Kingdom of Notrion

Map – Missing trail between Cairnport and Alchemos

Map – Whalers' Island should be called Walrus Island

Map – Near Dobar Bay, the island is called Dobar Island

Map – On the north edge of the map sheet, the label To Qeodhar (700 miles) refers to the small arrow on its left. The arrow on its right refers to the Flying Islands.

## DMR2 CREATURE CATALOG

118 – First table heading: Aerial. Second table heading: Cavern \*\*

## SOURCES

Almost all errata are extrapolated by Dragon Magazine articles (please check the FAQ for a list of articles).

Other information came from:

- Rules Cyclopedia Errata by Aaron Oliver
- Dragonsfoot.org forum
- Pandius.com
- Dispel Confusion Column on Polyhedron Magazine

\*\* Those errata were not published in official form but are taken from other sources like modules or forum posts by original authors of the game.

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