

GameMaster's Guide

- p. 58 – Table 4C: Failing a skill course results in a -1 honor award for all alignments.
- p. 58 - The honor award for allowing an opponent to draw first blood does apply if the character uses the Eye of the Tiger Advantage skill.
- p. 58 - Table 4C: Failing a skill course should be -1 for all alignments.
- p. 59 - Table 4E: A cleric only receives a point of honor for healing a PC or NPC if the PC or NPC is healed to their maximum number of hit points.
- p. 65 - There is also a 3% chance that a flatulent character will cause any lit torch within 10 feet of the character to explode, but will not cause unlit torches to ignite.
- p. 72 - Take After talent: This talent does not allow the PC to select other talents based on the race Taken After. An eligible PC (such as a half-elf) using this talent to take after a human parent may dual-class, but gives up the ability to multi-class. In addition, note that pixie fairies and other pixie hybrids are not considered half-breeds for the purpose of the Take After talent.
- p. 97 - Special "strength slings" can be purchased to take advantage of the Strength Damage Bonus at three to five times the normal price.
- p. 105 - Constitution loss resulting from trauma damage can be recovered at a rate of one point per day of rest.
- p. 108 - The "after battle" Fatigue Factor examples should calculate encumbered Fatigue Factor as $CON/2 \times$ Encumbrance Modifier instead of $CON \times$ Encumbrance Modifier.
- p. 110 - If a limb is disabled as the result of a called shot that is not a critical hit, the following effects apply:
 Foot: Movement reduced by 50% until healed.
 Ankle: Movement reduced by 50% until healed, Dexterity reduced by 2 until healed.
 Leg Below Knee: Cannot use leg. Movement reduced by 50% until healed, Dexterity reduced by 1 until healed.
 Leg Above Knee: Cannot use leg. Movement reduced by 50% until healed, Dexterity reduced by 2 until healed.
 Groin: Movement reduced by 50% until healed, fall prone
 Hand: Cannot use hand.
 Finger: Drop carried items on a failed Strength check versus half the Strength value, fumble on an additional number for each disabled or missing finger (stacks with quirk).
 Arm at Elbow: Cannot use hand. -2 to hit.
 Arm at Shoulder: Cannot use arm or hand. -2 to hit.
- p. 136 - All clerical group PCs get the 3% divine intervention bonus as a cleric, holy knights and chosen ones get the 5% of a paladin.
- p. 155 - Table 11AA: The minimum cost for Cure All has an additional cost of 1,000 gp per condition cured (Blindness, Deafness, Disease, Quirk, Flaw) and 500 gp per critical wound healed, in addition to the 200 gp per hit point. Diagnose Injury has a cost of 100 gp.
- p. 188 - Master Teachers will train for as long as a student wishes to train after the BBI is completed.
- p. 189 - Table 14H: On a roll of 12 or higher, a character earns new skills. These do not need to be taken, but if taken, they must be new skills, i.e., skills the character does not possess. On a similar note, if, for any reason, a character gets a result of less than 2 on the BBI table, he does not pass the BBI, and needs to spend another week at school.
- p. 213 - Table A2 should be corrected to read:
 37-39 Healing
 40 Hurting
- p. 219 - The GP value for weapons listed on Table A22 should be 5 times the EP value listed. Thus, a long sword +2 would have an EP value of 800 and a GP value of 4000 gp.
- p. 219 - The numbers on table A23 are off. The following numbers should replace the printed numbers between 126 and 167 (the second one). This encompasses all of the magical bolts.
 126-127: Bolt of Battering
 128-129: Bolt of Bluntness
 130-131: Bolt of Demon Slaying +3
 132-133: Bolt of Despair +6
 134-135: Bolt of Devastation +8
 136-137: Bolt of Grappling
 138-139: Bolt of Hellacious Pain +2
 140-141: Bolt of Multiple Wounds
 142-143: Bolt of Reaving +6
 144-145: Bolt of Rend Flesh +8
 146-147: Bolt of Return-Upon-Command +4
 148-149: Bolt of Skewering +5
 150-151: Bolt of Slaying +3
 152-153: Bolt of Stone Shattering
 154-155: Bolt of Thermal Fury
 156-158: Bolt of Thrashing
 159-161: Bolt of Throat Seeking +1
 162-164: Bolt of Withering +2
 165-167: Bolt of Woe +4
 415-425 Dagger of Throwing
 591-594 Long Bow of Strumming +1
 595-596 Mace of Bashing +5
 597-598 Mace of Disruption
- p. 219 - On Table A23, the Sword of Sharpness should be +1.
- p. 228 - The wearer of a Ring of Death and Reincarnation will be reincarnated at the location of his death.
- p. 231 - Ring of Spell Storing: Spells cast from the ring are cast at the minimum level needed to cast the spell, even if a higher level magic-user charged the ring. The exact spell must be cast into the ring to recharge it. The casting time for stored spells is five segments.
- p. 235 - If a caster of greater than 8th level creates or recharges a staff, the effect when used is still that of an 8th level caster, unless otherwise noted.
- p. 238 - If a caster of greater than 6th level creates or recharges a wand, the effect when used is still that of a 6th level caster, unless otherwise noted.
- p. 248 - Crystal Ball: The spells Comprehend Languages, Read Magic, Infravision, and Tongues increase the chance of successful usage by 5% per caster level.
- p. 253 - A Fortuitous Disk of Dimensions can be used during combat.
- p. 253 - Gauntlets of Wuss Slapping: These gauntlets add both the strength bonus to damage and the actual strength score to damage. Thus, a character with an 18 Strength would get +24 to damage (18 + 6).
- p. 258 - The description for Loki's Bracelet of Missiles appears here instead of on p. 272 with the other magical weapons.
- p. 264 - The Sacred Spatula of Haarpang only bestows the power of healing on food when used by a good cleric. When used by a neutral cleric, it is just a normal spatula.
- p. 271 - Hammer of Thunderbolts: A Hammer of Thunderbolts can be thrown by a medium or large character with a 19 or better strength. There is no saving throw vs. the stun effect. The Hammer returns automatically to the wielder, allowing a ROF of 1.

Game Master Clarifications

Falling Damage for Special Creatures: When applying falling damage to creatures that can only be hit by magical weapons, the following rule applies. Treat the falling damage as a creature, and each die of falling damage as a Hit Die. If the fall has enough Hit Die such that a creature of that Hit Dice could damage the target, then the fall does full damage. Otherwise, the target takes no damage. See page 93 of the GMG, table 8N for the necessary hit dice. Note that 4+1, 6+2, 8+3, and 10+4 would require 5, 7, 9, and 11 dice of damage respectively. For example, a creature hit only by +1 weapons would have to fall 50 feet before taking any damage. On any fall of 50 feet or more, however, he would take full damage.

Monsters with Strength Scores - For monsters with listed STR, they get the applicable to-hit and damage modifiers. Damage caps apply, either with weapons or with natural (non-punching/wrestling) attacks.

Resizing of Magic Clothing and Jewelry: The possessor of magical clothing and jewelry, such as cloaks, bracers, and rings, can will it to resize to fit properly, as long as the function of the item is known to the possessor, unless otherwise stated in the description. Magical armor and shields do not resize at will.

Hacklopedia of Beasts

Beetle, Giant Fire : Damage: 3-12

Beholder: Targets of the Death Ray attack of the common beholder get a saving throw vs. death. Any eyestalk (not main eye) ability with the word "Ray" in its description requires a roll to-hit.

Butterfly Steed: The butterfly steed has a movement rate of 26" when flying, and a maneuverability class of C.

Ghost: All clerical group PCs of 6th level or higher are immune to the Ghost aging and fear effects.

Goblin - Treasure: K (individuals), C (in lair), C, K (Gibbering)

Hobgoblin: Treasure should be J, M (individual), D, Qx5 (in lair)

Ogre, High: Treasure should be A, B (in lair) J, Q, S, T (individual)

Tainter: Items touched by a tainter must save vs. Disintegration, not spell.

Little Keep on the Borderlands

p. 5 - The icons for the light catapult and ballista are reversed.

Quest for the Unknown

p. 29 - Room 33: The drunken orcs should have AC 5: Studded leather (AC 7) + medium shield (+3) - drunkenness (-1)

Robinloft

p. 8 - Drinking an elixir of health will allow a character to avoid the effects of the poison fog.

p. 8 - The fog will not travel through magical portals to/from Robinloft.

Smackdown the Slavers

p. 36 - Zarba's Interposing Hand should be Zarba's Guardian Hand.

p. 53-54 - The bugbear shaman has a Ring of Protection +2.

Notes: This file includes the official errata from the Kenzer & Company website, plus subsequent revisions reviewed Kenzer & Company and the HMA War College. Any information that has not been approved by Kenzer & Company and the HMA War College has not been included. Visit the HMA Errata section of the Kenzer & Company discussion forums for current errata request submission guidelines.

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