The Compleat Arduin

Errors and Omissions

References are by page number. Pages 1-202 are in Book 1; pages 203-454 are in Book 2.

6: Monster reaction and distance of initial encounter are more specifically covered in Tables 95 and 96, p. 434, and supersede this section.

40: The reference to "next CF count" in the discussion of using a foot attack when only one attack remains for the martial artist, should read "next CF action."

40: "Hiding" means "hiding in the dark."

40: The definition of climbing was omitted. See p.50 entry below for climbing skill definition.

40: In Table 14, the total number of weaponless attacks per action at EL 20 should be 5 hands and 1 foot, not 3 hands and 1 foot.

40: In Table 14, the weaponed attacked and weaponless attack ABF bonuses are reversed.

50: The climbing skill definition was omitted. Here's how it works. Everybody can climb. The basic climb is ten feet up a 60° slope without benefit of equipment, in one action. The character's climb chance is a percentage equal to CF. The GM modifies this to reflect equipment, physiology, and the difficulty of the climb. A character rolling a percentage within two times the climb chance still makes progress, but at only half speed. If she rolls within three times the climb chance, at least she won't lose ground. Thieves, assassins, and martial artists have an advantage climbing. For thieves, the climbing skill gives a 20% base chance, to which he adds 5% for every point of CF he has over 13 (see Table 16). Assassins and martial artists both automatically have the climb skill; see Table 23 for assassins, and Table 14 for martial artists. In all three cases, the CF score is also added. Thus, an EL 0 thief with a CF of 14 would have a 39% success rate when climbing: 20% base plus 14% for CF plus 5% for one point of CF over 13. Assassins and martial artists are no better off at EL 0 than the common folk, though, since the climb ability bonuses kick in only at EL 1.

51: For the palming skill, ignore the references to CF modifiers, as this is already covered in Table 16.

51: For the deactivation skill, reference should be made to "lock picking" rather than "minor lock picking."

52: The thrown weapon skill advances at a fixed rate of +2 MA per EL after the EL acquired, not by percentages, as do other skills.

53: Gnomes have the same racial modifiers for thieving skills as do dwarves.

60: The optional use of the thievery skill of disguise by courtesans does not carry a 25% penalty.

62: Assassins start with six special abilities at EL 0, but have no enhanced climb or hide ability until EL 1. The assassin may not begin with any skill that has a prerequisite skill. The ability to disguise also begins at EL 0, and does not count against the 6 total.

62: The definition of climbing was omitted. See p.50 entry above for climbing skill definition.

62: In Table 23, "Number of Hide Ability" should be simply "Hide Ability." "Special Abilities" should be "Number of Special Abilities."

91: Split-class characters do not get a 3-hitpoint occupational bonus. Instead, split-class characters get whichever occupational bonus is higher from their two classes. Thus, some characters will get more than 3 HP, some will get 3, and some will get none at all.

103: Star-powered mages advance in ELs as do wizards and priests.

110: The fumble plus and damage range for hand with brass knuckles or bare foot were transposed. The fumble plus is 0 and the damage range is 1D6.

126: The ABF calculation for Rinaldo for the primary weapon omitted the +5 ABF bonus all barbarians get for their primary weapon. The base BF is also 39, though misprinted as 38. Thus, Rinaldo's correct ABF with claymore is 39 (base BF) + 15 (WC) +5 (primary weapon bonus) +5 (WV) +50 (attacker's advantage), for a total of 114. Remember to check your racial and class descriptions carefully so you won't miss bonuses or penalties relating to compound factors, saves and battle factors.

128: The section on push backs should refer to attacks that are 1 % to 5% over the maximum allowable hit, rather than one less.

152: The SAF example should be CF x 2, not CF x 5 and each EL adds 3, not 1. Table 57 would be used on any roll of 30 or higher with this SAF.

154: Though not specifically stated, EL 0 mages will always have a +10% magik fumble chance when using OP 1 magiks, for a minimum base fumble chance of 11%.

168: Danforth's climbing ability should be recomputed with the definition on p.50 above.

173: The Ken Legueran coin listed as demirin should be decirin.

249: The mana cost for Raffalasia's Ritual of the Arcane Truth is 8.

270: Doroman's Defense does not add 75 to all BFs. Rather, the shield, and armor add 40 to the DBF, while the sword adds 35 to the ABF. For MD purposes, the shield adds 150 and the armor another 50, thus giving the user an MD of at least 200! Therefore, ignore the comment on deflection of slow missile weapons.

305: The Ring of Ruthlessness bonuses to STR, DEX, INT and AGIL should not be added to the various BFs, as this is already accounted for by the separate ABF and DBF modifiers. The MA is affected by the DEX and AGIL bonuses, however. Likewise, the CON and EGO bonuses will modify save chances vs. poison, and fear and psychic attack, respectively.

329: Kthoi may in fact be much larger than is indicated here, approaching the size (and temperament) of an Allosaurus. In fact, the larger they are, the more ruthless and given to cruelty they are. The stats in the book reflect Kthoi of seven feet in height or less, which is likely to be about as much as the player characters can be expected to encounter and still have a hope of surviving. For larger individuals, figure BFs of up to 300, HP totals of up to 150 and AVs as high as 30.

346: The description of the wobra includes material from another monster type, the wolflings, on lines 4-15 of the description. This material does not apply to wobras. Wolflings were presented in later material as a player race (World of Khaas, Legendary Lands of Arduin).

358: The maximum claw damage inflicted by were-tigers is 1D20, not 11D20.

435 & 438: Minotaurs were omitted from the monster section, but included in Tables 97 and 98. To stat a Minotaur, use the Death Ogre as a base, but increase the STR to 25, the BF to 96 and the AV to 8. They use two-handed axes exclusively, never wear armor, and will also use their horns to gore their victims for 1D8 to 1D12 plus their strength bonus damage. MRS is 30%.

436: The Sea Spiga listed in At Sea encounters in Table 97 is the same as a standard Spiga, except that it can breathe underwater, and swims at up to 40 feet per melee round.