

# Official Errata for Necropolis (Original Book)

These changes apply with immediate effect to the **original** *Necropolis* setting. They comprise the major changes to the rules found in the new print run of *Necropolis 2350*. They overrule any previous errata published. Changes to the game's background are not included here.

## Change

These apply if you are using the *Explorer's Edition* of *Savage Worlds*.

The half-damage from piercing weapons continues to apply. This is a major part of the Rephaim's strength and should not be removed. Consider it a setting specific rule.

Use the following weapon damages: baton (Str+d4), heartbreaker (Str+d6/2d6), molecular knife (Str+d4+2, AP 2), molecular sword (Str+d8+2, AP 4), sledgehammer (Str+d8), spear (Str+d6), rune dagger (Str+d6+2, AP 2), and rune sword (Str+d8+4, AP 4).

Note that molecular weapons retain the +2 bonus and AP even if a hero has a lower Strength die. For instance, a Knight with Strength d6 causes 2d6+2 damage AP 4 with a molecular sword.

## Clarification

Necropolis states in the Necromancy section that, "A necromantic damage-causing spell actually drains the life-force of victims...." It then goes on to explain how the game mechanics for this work.

This bonus applies only to necromantic spells invoked using Necromancy, such as *bolt* or *blast*. Weird Science gizmos, even weapons which simulate a damage-causing spell, do not gain these benefits. The key difference is that Weird Science uses gizmos, not spells.

In pure game terms this is semantics, but in the world of Necropolis the difference is much greater—necromantic spells draw energy directly from the Dark, whereas gizmos draw their power from human hearts.

## Errata

Chaplains no longer have access to every spell from the *Savage Worlds* rules. They cannot use *burrow*, *fly*, *shape change*, *teleport*, or *zombie*.

## Errata

The Valhalla Graduate Edge has changed. It has a Wild Card requirement. The second paragraph now reads, "The character gains +1" to his "command radius" per character Rank, starting at Novice. He gains +1 to all Knowledge (Battle) rolls. In addition, he may ignore the Rank requirements when taking Leadership Edges."

## Errata

The Élan Edge has changed. Replace the second paragraph with, "Characters with the Élan Edge who spend a benny to reroll a trait roll and score a raise on the reroll have their benny returned to them."

## Errata

The Tactician Edge has changed. It now reads, "At the beginning of a fight, before any initiative cards are dealt, the hero makes a Knowledge (Battle) roll. For each success and raise he receives one initiative card. These are kept separate from his regular initiative cards and are not placed back into the deck until used or the combat ends.

At the start of any round, the hero may give one or more of these extra cards to his allies, whether Extras or Wild Cards, who then use it as their initiative card for the round in place of the one dealt them. Only one character per encounter may use this Edge.”

## **Errata**

The Flagellant has a crew of 3, not 2 (commander, driver, gunner) and carries 1000 rounds per gun.

## **Errata**

The flechette chain gun works in a different way. When fired on the ground, it can only be used to conduct a Suppressive Fire attack. Each burst fires 50 rounds. Due to the chain gun’s high rate of fire, targets have –1 to their Spirit rolls. Foes who roll a 1 or lower on their Spirit die (regardless of Wild Die) are hit and suffer damage normally. When fired from an aircraft, it uses the Guns rule under aircraft support.

## **Errata**

The second paragraph under the Flagellant now reads, “The Flagellant’s main drawback is that all four guns must be fired at the same target area. Place four adjacent Medium Burst Templates (forming a square) on the battlefield within range. Make a single Suppressive Fire attack (the guns are linked and all either hit or miss).”

## **Errata**

Exploding corpses ignore all piercing weapon damage. Heavy Weapons, other melee weapons, lasers, explosive weapons, and flamethrowers inflict normal damage.

## **Errata**

The following entries indicate minor, major, and mortal sins for characters with the Arcane Background (Miracles) Edge. The WM is free to add or remove entries to suit his version of Necropolis.

**Minor:** Refusing to destroy an Extra undead, engaging in conversation with an undead (except to Intimidate, Taunt, or interrogate it), allowing a corpse to be buried without proper rites, desecrating a tomb or other sanctified burial place, refusing to aid a human in need (except known cultists), committing a minor crime.

**Major:** Refusing to destroy a Wild Card undead, refusing to hand over a cultist to the Inquisition, using a necromantic gizmo, committing a major crime.

**Mortal:** Knowingly aiding an undead or known cultist, taking a human life (except cultists), committing a capital crime.