

CHARACTER 19 (Correction): Sidebar. Veteran ML should be ML80 (not ML90).

CHARACTER 28 (Correction): Military Wages Table. Light Foot Molarin should be 42d and 504d.

SKILLS 2 (clarification): Characters may begin selecting *specialties* when a skill reaches ML 40. The specialty skill is opened at the current group ML.

SKILLS 4 (clarification): Drawing OML reduced to SBx2.

COMBAT 3 (revision): Falchion edge reduced to 6 (from 7) and Bastard Sword edge increased to 7 (from 6).

COMBAT 4 (revision): Kurbul armour protection values restored to B4 E5 P4 F3.

COMBAT 19 (revision): *Lankum* END should be 18.

CAMPAIGN 12 (correction): MARITIME ENCOUNTER TABLE is mislabeled as Highway Encounter.

TREASURE 8 (omission): The WRITTEN WORK CONTENT table was accidentally dropped from the sidebar.

WRITTEN WORK CONTENT

01–04	Inventory, Census, or List
05–07	Law/Decree/Charter/Pardon
08–09	Military Orders/Strategy, etc.
10–12	Usurer's and/or Promissory Note (redeeming may be hard)
13–15	Contract/Transaction Record
16–18	Spell Descriptions
19–21	Descriptions of artifacts, esoteric process, magical phenomenon, etc.
22–24	Alchemical Recipes/Treatise
25–26	Philosophical Treatise
27–29	Theological Treatise, Prayer, Ritual Invocation, etc.
30–32	Treatise—Natural Sciences
33–34	Treatise—Craft/Lore
35–40	Letter (Personal/Official)
41–45	Journal/Diary
46–48	Literature, Legend, Folklore.
49–50	Song/Piece of Music
51–54	Historical Text
55–56	Culinary Arts (Cooking)
57–58	Map/Rutter/Navigational Aid
59–60	Artwork/Illustration
61–65	Mystic Tome (see TREASURE 10)
66–00	Roll twice more.

BESTIARY 1 (corrections):

Skills & Weapons, paragraph 2, line 2, describes 5p impact as “blunt impact of 5. It should read “point impact of 5”.

BESTIARY 2 (corrections):

Aklash Strength should be 19 and Endurance 17.

Ilme Bite Impact should be 12p

Nolah Unarmed Impact should be 4b

Unicorn Awareness should be 68.

TREASURE 13 (correction):

The first entry in the Natural Personality Table should read:

01–40 Natural ethereal willingly residing in the artifact