

Midnight 2nd Ed: Errata & Clarifications

Updated 11/8/05

Introduction

The scale of the maps is 500 miles per inch.

Chapter 1: Races of Midnight

Erunsil Racial Traits: Erunsil (snow) elves treat icewood bows as martial weapons, rather than as exotic weapons.

Chapter 2: Heroic Paths

Table vs. Description Conflicts: Where the description of a heroic path ability conflicts with the Abilities by Level table, the table is correct.

Ability Bonuses: Whenever a heroic path grants an ability bonus, it provides a +1 inherent bonus to the character's current ability score. So for instance, when a Northblooded character reaches 10th level, she gains a +1 inherent bonus to Constitution. This bonus stacks with the +1 inherent bonus to Constitution she gained at 5th level, for a total inherent bonus of +2.

Giantblooded (pg. 58): At character creation, when determining the giantblooded's height and weight, multiply his height and weight by 1.5 to determine his actual final height and weight. At 10th and 20th level his height and weight increase by 50%.

Pureblood (pg. 65): Only Erenlander characters may be take this heroic path.

Quickened (pg. 66): The level 11 and level 16 abilities should read "+2 bonus to initiative." When the quickened character uses his burst of speed ability, he *may* move his base speed before or after making a full attack, superseding the normal rule that a character cannot move farther than 5 feet in the same round he performs a full-round action.

Seer (pg. 68): *Divination* 1/day at 14th level should be replaced by *find the path* 1/day.

Speaker (pg. 68): The DC for the speaker's power words is 10 + spell level + speaker's Charisma modifier.

"Word of Immobilization" should be *"Word of Holding."*

Spell soul (pg. 70): The spell soul may affect spell-like abilities as well as spells, so long as he is aware of the ability being used and it is not quickened.

Shadow Walker (pg. 70): The shadow walker must be unrestrained (and able to actually "step into" the shadows) in order to use his shadow jump ability. If he is chained, grappled, pinned, or paralyzed he must first escape his bonds, succeed at an opposed grapple check, escape the pin, or somehow remove the paralysis before using his ability.

Also, the hide in plain sight ability is as per the wildlander ability of the same name, but instead of being able to use it in natural terrain, the shadow walker may use the ability (hiding even while observed) any time he is in shadowy or darker illumination.

Steelblooded (pg. 71): "Improved Weapon Focus" and "Improved Weapon Specialization" should be "Greater Weapon Focus" and "Greater Weapon Specialization."

Warg (pg. 73): The level 13 ability, Ferocity, is the same as the wild boar extraordinary ability in the MM.

Chapter 3: Core Classes

Charismatic Channeler (pg. 80): All references to inspire freedom and supreme freedom should be replaced with inspire confidence and greater confidence, respectively.

Defender (pg. 83): As a clarification, a defender with speed training still cannot move more than 5 ft. if he takes a full-round action (unlike a quickened character, whose ability is limited by a number of rounds and uses per day). A defender that performs a full attack action, for instance, could use his extra move action to stand from prone, close a door, draw a weapon, or pick up an item; he could not use it to move his base speed. Alternatively, if the defender took a double move, he could use this ability to move even farther; if he moved and then attacked once as a standard action, he could use this ability to move away again (possibly provoking attacks of opportunity from his opponent).

Fighter (pg. 85): As a clarification, unlike the other warriors' ways, a fighter who chooses the Leader of Men warrior's way *must* meet all the prerequisites for those feats.

Also as a clarification, fighters who choose the Adapter warrior's way and choose to increase their number of skill points per level gain 5 skill points per level for each subsequent

fighter level; the increased skill points are not retroactive, nor do they apply to just 4th level. If the fighter chooses to increase his skill points per level again at 10th level, he subsequently gains 6 skill points per fighter level, and so on.

Wildlander Table 3–4 (pg. 87): The wildlander may use hunter's strike 5/day at 20th level, not 4/day.

Wildlander Traits (pg. 88): Some wildlander traits list other wildlander traits as prerequisites; however, there may be core classes, prestige classes, or other sources that offer abilities that are identical to wildlander prerequisites (for instance, the warg heroic path grants wild empathy, and the rogue core class grants evasion). These abilities may, at the GM's discretion, qualify as the identical wildlander trait for the purposes of fulfilling wildlander trait prerequisites. If this is allowed, however, the following level prerequisites should be added to each trait:

- Tier 2 traits gain “Wildlander level 2” as a prerequisite
- Tier 3 traits that have one tier 1 ability and one tier 2 ability as prerequisites gain “Wildlander level 8” as a prerequisite
- Tier 3 traits that have another tier 3 ability as a prerequisite gain “Wildlander level 11” as a prerequisite

Chapter 4: Prestige Classes

Avenging Knife, Security Breach (pg. 97): Replace “the DC of this skill check is determined by consulting the table below” with “the DC of this skill check is equal to the Hide DC to blend in while in the area (see Hide, pg. 118).”

Bane of Legates class skill list (pg. 99): The bane of legate's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Freerider Special Mount (pg. 104): The horse that a freerider gains is a Sarcosan warhorse.

Freerider Devastating Attack (pg. 122): As a clarification, if a freerider with the devastating attack ability has the Devastating Mounted Assault feat, he still suffers the normal –5 penalty on iterative attacks; he simply does not suffer the *additional* –5 penalty on iterative attacks made while on a mount that is performing a single move or a charge (making such attacks is normally impossible, but the ability is granted by the Devastating Mounted Assault feat).

Chapter 5: Player Options

Feats, Crafting Spell Talismans (pg. 121-122): As a clarification, the amount of time and effort to craft a spell talisman or greater spell talisman depends on the item's gp value (those values are found on pg. 306 in the DM's section).

Spell talismans are magical. The caster level (such as for the purposes of astirax detection, saving throws, dispelling, etc.) for spell talismans is equal to the minimum caster level required to cast the spell for which the talisman is designed. The caster level for greater spell talismans is 3rd for those that cost 25,000 gp, 5th for those that cost 40,000 gp, and 8th for those that cost 75,000 gp.

Magecraft (pg. 126): Normally, characters can cast a number of 0-level spells per day equal to 3 + their spellcasting ability modifier without suffering spell damage or using spell energy. If the character exceeds this limit, treat all 0-level spells as 1st-level spells for purposes of spell energy and spell damage.

Spell Level (pg. 128): The rules for the maximum level of spell that may be learned do not apply to the 1st-level spell learned when taking the Magecraft feat.

Creating Charms (pg. 139): As a clarification, in addition to the skill prerequisites for creating the various levels of charms, characters must have the Craft Charm feat to create them.

Herbalism (pg. 139): As a clarification, in addition to needing to gather and prepare the ingredients, characters must have the Herbalist feat to create them.

Weapons [Tack whip] (pg. 145): Tack whips are more dangerous versions of farmer's ropes whose bits, jangles, and studs can actually be used to inflict damage. They look like little more than tangles of bit, bridle and other tack for a beast of burden, such that Spot checks made to notice weapons with a casual glance and Search checks made to find weapons amidst a pile of other gear both suffer a –8 penalty.

Animals (pg. 148): Details on adult and immature wogren can be found in chapter twelve, pg. 332–333. Sarcosan horses are light warhorses (see MM) with maximum possible hit points, +5 ft. to speed, 15 Dexterity, and 16 Constitution. More advanced rules for Sarcosan-bred horses may be found in *Star and Shadow*.

Chapter 9: Kaladrums & Coast

Mithral in Midnight (pg. 244): Mithral in MIDNIGHT combines the best attributes of mithril and adamantite from D&D 3.5, not D&D 3.0. This means that all mithral items weigh half as much as the same items made from other metals, and that weapons and armor fashioned from mithral are

always masterwork items. Additionally, mithral in MIDNIGHT has 40 hits points per inch of thickness and hardness 20.

Mithral weapons ignore hardness less than 20 for the purposes of sundering or damaging other items.

The spell failure chance for armor made from mithral is decreased by 10%, the maximum dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0). Armor made from mithral has several additional traits, including:

—Light armor made from mithral grants its wearer damage reduction 1/—.

—Medium armor made from mithral grants its wearer damage reduction 2/— and is considered to be light armor.

—Heavy armor made from mithral grants its wearer damage reduction 3/— and is considered to be light armor.

Chapter 12: Running Midnight

Spell Talismans (pg. 306): The example given using the *fireball* is in error. A character with a *spell talisman (fireball)* would expend four points of spell energy, rather than the normal five, when casting a *fireball*.

Oruks are still core creatures in MIDNIGHT SECOND EDITION.

Oruk

Large Giant

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 20 ft. (half-plate); base 30 ft.

AC: 16 (–1 size, +2 natural, +5 breastplate)

Attacks: Greataxe +6 melee or javelin +1 ranged

Damage: Greataxe 3d6+6 or javelin 1d8+4

Space/Reach: 10 ft./10 ft.

Special Qualities: Darkvision 60 ft., light sensitivity, orc/ogre blood

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 19, Dex 10, Con 15, Int 8, Wis 10, Cha 8

Skills: Listen +3, Spot +3

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2–4), squad (11–20 plus two 3rd-level sergeants and one leader of 3rd–6th-level), or band (20–80 plus 100% noncombatants plus one 3rd-level sergeant per 10 adults, five 5th-level lieutenants, and three 7th-level captains)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Oruks, also called elite orcs or greater orcs, are the much larger kin of normal orcs. They usually reach well over eight feet tall but closely resemble normal orcs in all ways

except build: oruks are much stronger and stockier. It is believed that oruks are the result of the union of a male orc and a female ogre.

In contrast to lesser orcs, oruks are highly disciplined and straightforward. The oruks of Aryth were bred to lead their lesser cousins in battle, although they often segregate themselves into all-oruk military units once battle is joined. Oruk military units are highly organized, tactically superior, and far more dangerous than those of normal orcs. Such oruk units formed the vanguard of Izrador's armies during the Last Battle, and they proved devastating to the defending human, elf, and dwarf units. Oruks do not separate themselves into their own clans, despite their tendency to self-segregate while in an orc army. Oruks speak Orcish (3) and Black Tongue.

Combat

Oruks prefer weapons that deal massive amounts of damage. They try to avoid subterfuge, favoring direct combat to any other tactics.

Light Sensitivity (Ex): Oruks suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Orc/Ogre Blood (Ex): For all special abilities and effects, an oruk is considered an orc or ogre. Oruks, for example, can use special ogre or orc weapons or magic items with racially specific ogre or orc powers as if they were ogres or orcs.

Oruks as Characters

— +8 Strength, +4 Constitution, –2 Intelligence, –2 Charisma.

— Large size

— Space/Reach: 10 ft./10 ft.

— Darkvision out to 60 ft.

— Racial Hit Dice: An oruk begins with three levels of giant, which provide 3d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +3, Ref +1, and Will +1.

— Racial Skills: An oruk's giant levels give it skill points equal to 7 x (2 + Int modifier, minimum 1). Its class skills are Climb, Knowledge (northern reaches), Listen, Speak Language, and Spot.

— Racial Feats: An oruk's giant levels give it 1 feat.

— Weapon and Armor Proficiency: An oruk is automatically proficient with simple and martial weapons, with light and medium armor, and with shields. Oruks also gain weapon familiarity with all vardatch variations.

— +2 natural armor bonus.

— Automatic Languages: Black Tongue and Orcish. Bonus Languages: High Elven, Erenlander, Norther, Old Dwarven.

— Favored Class: Fighter.

— Level adjustment: +2

Appendix

Encounter Key (pg. 390): Replace “Winter Wolf” with “Krenshar,” and give the Krenshar the cold subtype.