

“O heaven! Were man but constant, he were perfect.”

—William Shakespeare, *The Two Gentlemen of Verona*

ERRATA

<http://www.ironclaw.gs/errata.pdf>

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Found something we've missed? Send all errata to gameczar@ironclaw.gs. Please reference page numbers, so we can properly add to this list.

Ironclaw (IC-1001)

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| Introduction | Under <i>Playtesting and Editorial Contribution</i> , Denson Conn and Jarrett “Bear” Sheppard should be listed. (Oops! To Denson, I say “Sorry”. To Jarret, I say “Aarrgh.”) |
| p. 3 | The artwork for this page was misplaced. |
| p. 8 | On Domhnull’s character sheet, the “Sixth Sense” skill should be d8, not d7. |
| p. 10 | The “Favored Weapon” text should read the same as the “Favored Use” rule. The “Favorite” rule, for either Weapon or Use or whatnot, is that you may re-roll one 1. Delete the “d4” reference. |
| p. 11 | The last sentence should read that Movement is explained in the <i>Combat</i> chapter, not the Conflict chapter. |
| p. 12 | Clarification: If you have a Body of d4 and the “Frail” flaw, your Soak drops to “level zero.” You have <i>no</i> dice to roll at all. |
| p. 15 | Vesper’s Will Trait should be d10, not d12. |
| p. 16 | Anton’s Plate Mail weighs 12 stone, not 13. |
| p. 19 | Mansur has a “Gun” among his equipment – a “Pistol” that does 2d8 damage and weighs 1/8 stone. |
| p. 22 | Mavra’s Elementalist Career applies to “Elementalist Lore”, not “Green & Purple Lore”.
Mavra’s Skill “Dodge 3” should be “Dodge 1.” |
| p. 23 | Tycho’s Thaumaturge Career is listed incorrectly. It should have a Level of d8, and it should read “Applies to: Literacy, Magic Lore, and Meditation.”
Tycho’s Personal Gifts should read “Extra Trait d4 x2 (6 points); Luck (3 points).” |
| p. 24 | Dierdre’s Banded Mail weighs 4 stone, not 2. |
| p. 63 | Under the “Watchman” career description, delete the last, unfinished sentence. |
| p. 65 | Clarification: How does one get these “Special Traits”? With the gift of “Extra Trait”, p. 79. |

- p. 73 Between “Language” and “Literacy,” insert the following Skill:
Leadership: Getting a group to follow your orders, especially when their lives are at risk, is no trivial matter. Heroes may be born, but leaders are made – with Leadership skill. Among other things, the Leadership skill will keep your followers around when they try to rout against overwhelming odds; see the Leadership Test (q.v.) in the Tests Chapters.
Possible Favorites: *When out-numbered; when yelling at the top of my lungs; when leading my hand-picked elite crew with whom we’ve survived worse odds; when I’m in the lead.*
- p. 77 Under “Wrestling”, the “Possible Favorites” should be “Pinning; Crushing; Disarming.”
- p. 79 Under “Extra Trait”, there’s one too many d6’s. Zoe’s Traits should read d12, d10, d8, d8, d6, d6, and d4.
- p. 80 Under “Increased Trait”, the first sentence should read that you may increase one of your *six* starting Traits, not seven.
- p. 86 The natural weapon of “Hooves” are missing. They cost 1 point, and do d6 damage.
- p. 87 Expand “Teeth” to include “Tusks”. Can’t leave out the Boars, now.
- p. 107 On the “Armor and Shields” table, Chain Mail should cost 36 denarii (not 48), it should be an “Average” cost item (*not* Expensive) and it should have an Availability of 2d10 (not 2d12).
The weight of a Dagger should be 1/16 stone, not 1/8 stone. The weight listed on p. 314 is correct.
- p. 109 Omit the asterisk next to the lockpicks. There is no footnote.
- p. 114 Under “Foil (Fencing)”, change the “Special” text to read as follows:
Special: Disarm. If your foe has their weapon held in one hand, they are automatically disarmed. If your foe has a two-handed weapon, roll your Weapon & Strength Dice vs. their Weapon and Strength Dice – if you tie or succeed, your foe is disarmed. You may also strike your foe for normal damage.
- p. 115 Clarification: on an Overwhelming Success on the “To-Hit” Roll, a Gun scores its “Special” hit, which is a “Slaying” critical. All damage dice that Succeed are treated as Overwhelmingly Succeeding. This means that each die causes two points instead of one point of Damage. (There is no extra bonus for Damage Dice that Overwhelm.)
Delete the words “This bonus is included in the listed damage.” That sentence makes no sense.
- p. 122 Under “Example 1”, change the reference from “gun” to “bow.”
- p. 127 Clarification: How many dice do you include during a Test? Include all dice that the Game Host feels should apply. This can include the basic Traits, Career Traits, Race Traits, and other dice.
For example, under the “Ambush Test”, a target who’s “wary of ambush” would get to defend with *both* Sixth Sense *and* Mind dice.
In particular, if a Career Trait “applies to” that Skill, include those Career Dice with *any* Test that requires that Skill. The Career Trait may be used with other rolls, but it *always* applies to the uses of Skills referenced in its description.
- p. 138 Under the “Hide Test”, delete the reference to “Will.” It should read “Hide (Mind, Camouflage and Stealth vs. Mind and Observation.)”
- p. 150 In the listing under “Strength Test”, replace “Lift Bonus dice” with “Strength Dice”.
- p. 155 The second sentence should read that the Game Host rolls 6d6, not 4d12.

- p. 161 Under “Covering Up,” the first example should list that Mulciber gains *two* Bonuses, not one, for covering up. The dice improvements are listed correctly.
- p. 167 The first bold face paragraph should read as follows:
Each character, PC and NPC, rolls their Initiative. (Characters who are Reeling [q.v.] do not roll Initiative). Your default Initiative dice is your *Speed Dice and Mind Dice (and Quickness Dice, if any.)*
- p. 168 The last line references a “Miniature” column, which was omitted. For completists:
- | Position | Miniature |
|-----------------|--|
| Standing | On base |
| Kneeling | Lying down, face up |
| Lying Down | Lying down, face down |
| Flying | On base, on a “flight stand” such as an unused die |
| Falling | Lying down, on a “flight stand” |
| Off-Balance | With a red “Reeling” counter |
- p. 170 In the *Melee Combat Maneuvers* table, under “Cover Up,” change the Defense entry to say +2 Bonus, not +1 Bonus.
- p. 171 The “Disastrous Failure” result says one may roll on a “Combat Botch Table”. This was not included in the rules, but may be downloaded separately at http://www.ironclaw.gs/Combat_Tables.pdf
- p. 182 The “Resolve Test Dice” is written confusingly. “Resolve” is used as shorthand for *all* Resolve Dice — this includes Resolve Skill Dice, Will Trait Dice, and any other Traits that may apply. (“Willpower” should be changed to “Will”).
- p. 184 In the second paragraph, the first sentence should read, “When rolling vs. Death, you must make a separate test for each Wound you take at –6 and below”, *not* –3.
 The last line at the bottom of the page is the first line of the table on p. 185.
- p. 185 For First Aid, the “default” difficulty is 2d6.
 The last line at the bottom of the page is the first line of the table on p. 186.
- p. 190 In the listing under Weapon Grab, replace “Lift Bonus dice” with “Strength Dice”.
- p. 197 In the example of Explosion spells, eliminate the reference to Hendrick’s “extra d4 for Favored Use”. This rule is listed incorrectly. (As per the errata on p. 10, Favored Use does *not* give extra dice but instead permits the re-roll of any one single die showing “1”.) Also, Fireballs only do 4d10 damage. Change the example to read as follows:
- Example:** Saruna loses patience with Hendrick’s delaying ruse and throws a Fireball at him. The Fireball is an Exploding Spell; Hendrick’s only defense is to Dodge.

Saruna rolls her 4d10 Damage Dice, which come up 9, 7, 4, and 2.

Hendrick rolls both his Dodge Dice and his Soak Dice. His Dodge Dice is his Speed Die of d12, and his Skill Dice of d10. His Soak Dice is his Natural Soak Die of d6 and his Armor die of d8. Hendrick gets to roll d12, d10, d8, and d6.

Hendrick rolls his dice and they come up 6, 3, 3, and 1. However, Hendrick has a Favored Use on his Dodge Skill of “against Magic” – this entitles him to re-roll one of his 1’s. (It doesn’t matter *which* die came up “1” – he gets to re-roll one of them.) On his re-roll, Hendrick scores 6, 5, 3, and 3.

As a Damage Roll, Saruna has scored 3 hits. Hendrick must test his Resolve vs. 9.

- p. 199 Under “Summary of Spell Types”, “Delayed” should read “Maneuver”, not “Defense.” (While it is true that the “Delay” spell on p. 236 allows you to release a spell later as a Defense, the casting of a Delayed Spell is still a Maneuver.)
- p. 202 In the Elemental descriptions, “complete mastery” is the same as “being Adept” – Elementals never need roll to cast their spells.
The Sylph is given a Will of d6 and Air Elemental Trait of d8, so its Magic Points should be (6+8=) 14 points, *not* 16.
- p. 210 The spell “Lightning Bolt” is of type “Targeted”, not “Attack.”
- p. 211 The spell “Stone Hurlant” is of type “Targeted”, not “Attack.”
- p. 212 The spell “Pilum of Fire” does 3d12 damage, the same as its Effect Dice. Eliminate the phrase “Wizard Dice” from the To-Hit Roll; The “Elementalist” Career Dice do not apply to To-Hit Rolls with Targeted Spells.
The spell “Freeze Arrow” is of type “Targeted”, not “Attack.”
- p. 220 The spell “Healing II” has an Effect of “Heal a character as a 3d6 attack vs. Body” – the listed Effect Dice and Description are correct.
- p. 236, 239 Under “Dispel Magic II”, change the phrase “Hold your action” to “use Focus”. “Holding your action” and “using Focus” are the same thing.
- p. 243 Under both “Atavist-Wizard” and “Thaumaturge”, change the spell “Detect Magic” to the spell “Scry Magic I”
- p. 293 Dr. Ostler has a Soak of only d4, not d6.
- p. 294 Both Gregor and Kitaro have a Strength of d8, not d6.
- p. 305 The “Necromancer” Career is not detailed. It applies to Black Magic Lore, Literacy, and Meditation, similar to other Wizard Careers.
- p. 306 Clarification: Black Magic starts on an odd page so the Game Host may show the spells to the Players without them seeing the “Hidden Risk” rules.
- p. 308 For the spell “Black Bargain”, the Effect should read “Compare your Casting Roll vs. 6d6 to earn Magic Points”, not 3d6.
- p. 310 The description of the spell “Curse III” should refer to “Curse I”, *not* “Cure I.”
- p. 316 The Quarter-Stone Crossbow, when loaded by hand, only needs a Lift Bonus of 3, not 5.
- Character Sheet A revised character sheet can be found at <http://www.ironclaw.gs/CharacterSheet.pdf>
- Appendix The “States” Appendix was omitted. It can be found at <http://www.ironclaw.gs/States.pdf>

Rinaldi (IC-1002)

p. 63 The calendar comparison is inaccurate. A revised comparison is presented here:

Conversion of S'allumer Calendar to Doloreaux Calendar

Yule 1-31	31 days	<i>Birch 6 – Rowan 8</i>	31 days
Snow 1-28	28 days	<i>Rowan 9 – Ash 8</i>	28 days
Sap 1-31	31 days	<i>Ash 9- Alder 11</i>	31 days
Grass 1-30	30 days	<i>Alder 12 – Willow 13</i>	30 days
Flower 1-31	31 days	<i>Willow 14 – Hawthorn 16</i>	31 days
Strawberry 1-30	30 days	<i>Hawthorn 17 – Oak 18</i>	30 days
Thunder 1-31	31 days	<i>Oak 19 – Holly 21</i>	31 days
Green 1-31	31 days	<i>Holly 23 – Hazel 24</i>	31 days
Harvest 1-30	30 days	<i>Hazel 25 – Vine 26</i>	30 days
Hunter's 1-31	31 days	<i>Vine 27 – Reed 1</i>	31 days
Frost 1-30	30 days	<i>Reed 2 – Elder 3</i>	30 days
Night 1-31	31 days	<i>Elder 4 – Birch 5</i>	31 days (including Secret day)

Conversion of Doloreaux Calendar to S'allumer Calendar

Birch 1-28	28 days	<i>Night 24 – Yule 20</i>	28 days
Rowan 1-28	28 days	<i>Yule 21 – Snow 17</i>	28 days
Ash 1-28	28 days	<i>Snow 18 – Sap 17</i>	28 days
Alder 1-28	28 days	<i>Sap 18 – Grass 14</i>	28 days
Willow 1-28	28 days	<i>Grass 15 – Flower 12</i>	28 days
Hawthorn 1-28	28 days	<i>Flower 13 – Strawberry 9</i>	28 days
Oak 1-28	28 days	<i>Strawberry 10 – Thunder 7</i>	28 days
Holly 1-28	28 days	<i>Thunder 8 – Green 4</i>	28 days
Hazel 1-28	28 days	<i>Green 5 – Harvest 1</i>	28 days
Vine 1-28	28 days	<i>Harvest 2-29</i>	28 days
Ivy 1-28	28 days	<i>Harvest 30 – Hunter's 27</i>	28 days
Reed 1-28	28 days	<i>Hunter's 28 – Frost 24</i>	28 days
Elder 1-28	28 days	<i>Frost 25 – Night 22</i>	28 days
Secret of the Unhewn Stone	1 day	<i>Night 23</i>	1 day

Doloreaux (IC-1003)

- p. 55 Letya's Soak should be d6, not d8
- p. 81 Doctor Plith's Soak and Strength are d6, not d8
- p. 82 Maxim Bauer's Soak is d12, not d8
- p. 83 Hilliam Luce's Soak is d6, not d8