

SEVEN VOYAGES OF ZYLARTHEN ERRATA

Fighters and Combat (page 5):

1. Fighters. On page 5, it is said that fighters progress most rapidly on the attack tables. However, the attack table on page 30 seems to be based solely on weapon class. Can you please explain how level plays into the attack tables?

It's my own confusion with terminology. I should have said "Hit Dice" and "Attack Capability" (see p. 28 for Fighting-Men).

Characters and Combat (page 18):

Errata - on page 18 of Characters & Combat, at the very top where it says '10 Goblins: ...' that should be '12 Goblins: ...' to match the previous paragraph where Zylarthen's party defeats twelve Goblins.

Surprise Attacking (page 29):

The Surprise ability refers to an attack bonus for thieves in surprise situations but I am not able to locate the reference in other parts of the work.

The surprise bonus is set out on p. 29. Curiously, peterlind, you stumbled onto perhaps the most egregious erratum of the entire volume, as the surprise bonus should go +9, +16, +24, +31 (as opposed to +5, +11, +19, +26). Why would, say, a +24 bonus help you? Because under the combat options you can "trade in" multiples of 5 "to hit" points for an extra die of damage for each 5. So actually the bonuses simply track the OD&D +4 "backstab" bonus with the standard doubling, tripling or quadrupling of damage.

Thief Level Advancement (page 29):

The thief level advancement table on p. 29 transitions from 8+3 HD at level 14 to 8+1 HD at level 15. This is supposed to be 9+1 HD.

Other Errata:

Question - are the 'Animal Transport' and 'Dwellings' prices meant to be in gold, or silver? You mention expensive items usually being priced in gold but I don't see it specifically mentioned for the items in those tables. My guess is silver for the animals, gold for the dwellings?

No, it's all meant to be in silver. But I now understand the source of the ambiguity. (I'm wondering whether/how I should point that out in the text.) The price differentials were extrapolated from Orbis Mundi, Hodges and other sources. So if you assume it is gold, all the property stuff becomes too expensive. It's also meant to roughly fit in with the prices for "castle construction" given in The Underworld and Wilderness Adventures. As in the three little brown books, I wanted to keep prices simple--just numbers, so to speak--without getting into too much explicit coinage talk (at least in the context of the price lists).