

English Cadwallon RPG Errata

Player's Handbook; Entire Book

1. MV (Mort Vivants)

Corrected: UN (Undead)

2. Gherionburg

Corrected: Ghieronburg

3. Repair (Naphta, Steam, Powder)

Corrected: Fix (Naphta Steam, Powder)

4. Naphtha, Naptha

Corrected: Naphta

5. Activate (Ability)

Corrected: Operate (Ability)

Player's Handbook p.15; Special Features box

Assets: Subtle (SUB + 2)

Corrected: Assets: Subtlety (SUB + 2)

Player's Handbook p.16; Special Features box

Resilient (SIZE HP/health status)

Corrected: Resilient (SIZE+1 HP = health status)

Player's Handbook p.19; Special Features box

Assets: Pugnacious (DRI + 2).

Corrected: Assets: Pugnacious (PUG + 2).

Player's Handbook p.36; Waters of the Lake

Certain of Cadwallon's citizens have had piers built to take ...

Corrected: Certain of Cadwallon's peers have had boats built to take ...

Player's Handbook p.42; Waters of the Lake

Sayuri Soma

Corrected: Sayouri Soma

Player's Handbook p.46; Old District - Arcades

The stalls are clustered by themes: weapons, cults and myths, ...

Corrected: The stalls are clustered by themes: weapons, cults, myths and magic, ...

Player's Handbook p.47; Fine Shafts

... Fine Shaft share a way of life which distinguishes them from other Cadwës.

Corrected: ... Fine Shaft share a subterranean way of life which distinguishes them from other Cadwës.

Player's Handbook p.48; The Precious

(Opportunism/Jewellers) houses the dealing and bartering of the gem sellers.

Corrected: (Opportunism/Jewelers) houses the dealing and bartering of the jewel market.

Player's Handbook p.50; Rampart - History

Halas Orrrkrk was in no way a manager...

Corrected: Unfortunately, Orrrkrk was in no way a manager...

Player's Handbook p.53; Rampart - Khelekera

This great rich building is the property of the Orrrkrk family.

Corrected: This great rich building is the property of the Orrrkrk family.

Player's Handbook p.57

He married her with great **fast** during the week of the Kraken of the year 1002.

Corrected: He married her with great pomp during the week of the Kraken of the year 1002.

Player's Handbook p.57; Powers

Peers, especially those of the upper city who are always greedy for goods.

Corrected: Peers, especially those of the upper city whose subjects are always greedy for goods.

Player's Handbook p.64; The Fabric

There stands a former fort invested by the Fabric (Style/Tanners).

Corrected: There stands a former fort, along the river, invested by the Fabric (Style/Tanners).

Player's Handbook p.66; Gaorhh

Nicknamed the **Area**

Corrected: Nicknamed the Aery

Player's Handbook p.66; The Stock

... with fortified walls running at the edge of the **quays**.

Corrected: ... with fortified walls running at the edge of the platforms.

Player's Handbook p.71; The Fields

Podgy is the **founder of the co-op and leader of the group of faithful** of the bards of destiny

Corrected: Podgy is the founder and leader of the group and is a cadwë faithful of the bards of destiny ...

Player's Handbook p.72; Comedy Garden – Pillory Square

... such as **Tokkt** the ogre

Corrected: ... such as Tokhrr the ogre

Player's Handbook p.76; The Skinner

... **Gates of the Bestiaries**

Corrected: ... Gate of the Galdiators

Player's Handbook p.77; The Bog

... silence is only broken by the cry of the **nighthawk**

Corrected: ... silence is only broken by the cry of the nightjar

Player's Handbook p.79; Little Arenas

... Notably thanks to **Traggab**, the manager.

Corrected: ... Notably thanks to Tragga, the manager.

Player's Handbook p.80

Surrounding him are his wife Hildra, his son Torguir V, his daughters Lyfha and Ryankha and his brother Arkan **who mysteriously disappeared after a scandal linking his name to a network of corruption**.

Corrected: Surrounding him are his wife Hildra, his son Torguir V, his daughters Lyfha and Ryankha and his brother Arkan.

The family, however, experienced a tragic event: Korang Var-Nokkt, the only son of Torguir V, disappeared mysteriously when a scandal linked to a network of corruption was going to taint his name.

Player's Handbook p.81; Ghieronburg – Plots

Missing passage

Corrected: ... speculators didn't get away without being tainted.

Guilds have learned to deal with the qualities and defects of the Ghierons. Despite a good dose of mutual mistrust due to past fiascos, they are gradually establishing themselves in the fief. At the same time, the Ghierons learned to be wary of easy successes.

Player's Handbook p.81; Ghieronburg – Plots

1. ... Adaldan Ghieron

Corrected: ... Adalban Ghieron

2. ... relations between the Sihirs and Voyagers,

Corrected: ... relations between the Sihirs and Voyagers as best they can,

Player's Handbook p.83; Camp Valiant

... requested to participate to the manoeuvres in the jungle

Corrected: requested to participate to the maneuvers in the jungle, risking their lives.

Player's Handbook p.85; Slang

... Go to Mardi **Gras**: Go to hell.

Corrected: Go to Mardi: Go to hell.

Player's Handbook p.85; The Great Circler

Missing Sentence

Corrected: For the Cadwë magicians, Hollowdeep would be an embryo of a world caught in between these two mystical principals. This unverifiable hypothesis is considered eccentric by the mages of

Alahan who are the masters of the incantatory arts.

Player's Handbook p.86; History

He has developed his enclave to his liking by renovating the works of his predecessors ...

Corrected: He has adapted to his enclave and makes the most of it by renovating the works of his predecessors ...

Player's Handbook p.90; Alliance

... gift of Lanever at the foundation of Cadwallon.

Corrected: ... a gift from Lanever in the occasion of the foundation of Cadwallon.

Player's Handbook p.100; Last Paragraph

the Belvedere

Corrected: the Belvedere

Player's Handbook p.109; Last Paragraph

as it is done in the guilds of Ferrymen and the guild of Tailors.

Corrected: as it is done in the guilds of Ferrymen and the guild of Dressmakers.

Player's Handbook p.127; Free D6

Some rules (attitude, gift, etc.)

Corrected: Some rules (attitude, feat, etc.)

Player's Handbook p.150; Herald of Felicity Rank 6

Barter/SUB

Corrected: Meditate/SLE

Player's Handbook p.151; Minstrel of Pain Rank 6

Medidate/SLE

Corrected: Meditate/SLE

Player's Handbook p.152; Engineer

Those who work with steam or naphtha are called **techno-scientists** and techno-engineers, respectively.

Corrected: Those who work with steam or naphtha are called thermo-scientists and techno-engineers, respectively.

Player's Handbook p.153; Trade Pilot

Drive/PUG

Corrected: Drive/DIS

Player's Handbook p.155; Blood Brother

once their dice have been placed.

Corrected: in the moment the dice are being distributed.

Player's Handbook p.155; Conscience

He can use counter-magic (or **ensorship**)

Corrected: He can use counter-magic (or revoke)

Player's Handbook p.157; Martyr

To do this he must make a **feat** causing him X Penetrating/0 damage points.

Corrected: To do this he must make a fact causing him X Penetrating/0 damage points.

Player's Handbook p.158; Mutagenic

Missing Sentence.

Corrected: ... from medical experiments. His body now has a great capacity to adapt to its environment.

Player's Handbook p.158; Negation

... countering magic or **censoring**.

Corrected: ... countering magic or using revoke.

Player's Handbook p.159; Regeneration/X

On a result equal to or lower than **5** or X (the lower of the two)

Corrected: On a result equal to or lower than 2 or X (the lower of the two)

Player's Handbook p.160; Sequence

Each extra die lowers his **abilities** by a point.

Corrected: Each extra die lowers his attitudes by a point.

Player's Handbook p.162; 1st Paragraph

sometimes even hated, **two other strong emotions that are common in Cadwallon.**

Corrected: sometimes even hated, by the other forces of Cadwallon.

Player's Handbook p.168; Bash

The player tests **Strike** / PUG (DEF of the target).

Corrected: The player tests Bash / PUG (DEF of the target).

Player's Handbook p.170; Climb

(Climb/SLE special)

Corrected: Climb/SLE (special)

Player's Handbook p.173; Table

Timer | **Hatches**

Corrected: Timer | Machine

Player's Handbook p.175; Dominate

(1) ... (2)

Corrected: (-1) ... (-2)

Player's Handbook p.175; Drive

The player tests Drive/**PUG**

Corrected: The player tests Drive/DIS

Player's Handbook p.183; Parry

The player tests Parry/**SLE**

Corrected: The player tests Parry/STY

Player's Handbook p.201

Place setting: Same

Corrected: Cover: Same

Player's Handbook p.225

Damage roll: STR=(POW) d6 + **DOM**

Corrected: Damage roll: STR=(POW) d6 + DAM
- PRO

Player's Handbook p.229

De 3 à 5 m , De 5 à 7 m

Corrected: from 3 - 5 m, from 5 - 7m (explanatory notes: or leave the FROM out, 3 - 5 m, 5 - 7 m)

Player's Handbook p.235; Arkabast the Gardener

Trades: **Clerk** (Jackal) 1

Corrected: Trades: Cleric (Jackal) 1

Player's Handbook p.236; Frol

Frol, a Wolfen with **black** fur

Corrected: Frol, a Wolfen with light fur

Player's Handbook p.238; Larenia

Knowledges: **Business** 1

Corrected: Knowledges: Business (Prostitution) 1

Player's Handbook p.240; Palythiss

Trades: **Clerk (Lilith 2)**

Corrected: Trades: Cleric (Lilith) 2

Player's Handbook p.240; Paolin Two Arms

Faction (**Silversmiths**)

Corrected: Faction (Goldsmiths)

Having almost **integrated** the guild of Goldsmiths

Corrected: Having almost joined the guild of Goldsmiths

Player's Handbook p.241; Podgy

Culture (lower city) **2**

Corrected: Culture (lower city) 5

Player's Handbook p.241; Stitch

Omnimancien

Corrected: Omnimancer

Player's Handbook p.242; The Apostle

(**The Head**)

Corrected: (Gamehead)

Player's Handbook p.242; The Archduke

still bears the **weapons** of his family, covered with a piece of red material.

Corrected: still bears the coat of arms of his family, covered with a piece of red material.

Player's Handbook p.243; Uune

Craft (**Stony size**)

Corrected: Craft (Stone Carver)

Player's Handbook p.245; Salias Yesod

Omnimancien

Corrected: Omnimancer

Player's Handbook p.248; Influence Levels - Pt. 2

Experimented GM

Corrected: Experienced GM

Player's Handbook p.262; Counter Magic

Feel/SUB

Corrected: Feel/OPP

Player's Handbook p.265; Beastly Aura

Difficulty: NM +2

Corrected: Difficulty: TL +2

Player's Handbook p.267; Diplomacy of weapons

Under the effects of this spell, a page

Corrected: Under the effects of this spell, a mage

Player's Handbook p.265; Gift of the Orfraie

Gift of the orfraie

Corrected: Gift of the sea eagle

Player's Handbook p.270; Dazzle

In addition, it may no longer shoot or cast a spell.

Corrected: In addition, it may no longer shoot or throw an object.

Player's Handbook p.270; Heavenly Vision

Difficulty: NM +2

Corrected: Difficulty: TL +2

Player's Handbook p.270; Mind Probe

The DM must reveal one of the target's secrets to the player. Each gamble allows to learn an extra secret. The secrets revealed are those with the highest value, in decreasing order.

Corrected: The DM must reveal one of the target's knowledges to the player. Each gamble allows to learn an extra knowledge. The knowledges revealed are those with the highest value, in decreasing order.

Player's Handbook p.270; Serenity

Difficulty: NM +2

Corrected: Difficulty: TL +2

Player's Handbook p.272; Mystic Strengthening

Allied characters benefit from a default quality without taking gambles for all their tests in this round.

Corrected: Allied characters gain one free gamble without using gambles for all their tests this round.

Player's Handbook p.272; Shamanism

Missing Sentence.

Corrected: ... gesas. The common origin between the Drunes and the Sessairs is found in their decorum.

Player's Handbook p.273; Light of Lahn

Range: Control

Corrected: Range: Control Zone

Player's Handbook p.274; Muscular Atrophy

Difficulty: Target's SIZ +5

Corrected: Difficulty: Target's SIZE +5
(explanatory notes: rest of book is SIZE, SIZ is not correct.)

Player's Handbook p.274; Rat's Secrecy

Difficulty: **NM** (7 minimum)

Corrected: Difficulty: TL (7 minimum)

Player's Handbook p.274; Atmosphère de déviance

Difficulty: **NM** (8 minimum)

Corrected: Atmosphere of Deviance &
Difficulty: TL (8 minimum)

Player's Handbook p.278

The twenty-one Triumphs, which are divided into six colors (Amethyst, Diamond, Emerald, Opal, Ruby and **Saffron**)

Corrected: The twenty-one Triumphs, which are divided into six colors (Amethyst, Diamond, Emerald, Opal, Ruby and Sapphire)

Player's Handbook p.278; The Emperor

He holds a **broken sword** in one hand ...

Corrected: He holds a sword in one hand ...

Player's Handbook p.286; Double-or-Nothing

(for example, a gamble of **6** would give a resulting quality of 6 instead of only 3).

Corrected: (for example, a gamble of 3 would give a resulting quality of 6 instead of only 3).

Player's Handbook p.294; The Cultural Miracles

Yet, there must exist a common point explaining why the miracles linked to these gods or concepts are the only ones which may be called in the Free city.

Corrected: Yet, there must exist a common point explaining why the miracles linked to these gods or concepts (the Cynwalls have no restrictions) are the only ones that can be called in the Free City.

Player's Handbook p.296; Knowing Miracles

Missing Passage.

A faithful person can call only a limited number of miracles. When creating the character, the player chooses a miracle for each level of his character in Alter, Create and Destroy. The choice is made among the universal miracles, the miracles of the Covenant corresponding to the cult of the character and the miracles proper to the cult itself.

As the character's "Alter", "Create" and "Destroy" skill levels increase, the player can choose new miracles from the lists he or she has access to. Each time one of the three talents increases by one level, the character acquires a miracle whose call is made with the talent that has just increased.

These acquisitions are automatic. They do not require any expenditure of experience points. Nevertheless, the player is invited to stage the progression of his character during the game sessions: to learn how to call a new miracle, the faithful can gather for a long time in a place of worship, make a pilgrimage, take an oath before the gods or study with a faithful of a higher status.

Player's Handbook p.298; Divine Sight

Difficulty: The target temporarily gains the feat "**Intuition**".

Corrected: The target temporarily gains the feat **Conscience**

Player's Handbook p.300; Sign of the Abyss

The text refers to the feat "Living-dead".

Reference feat in Secrets Vol.1 p.53

Player's Handbook p.300; Ira Tenebrae

Summoning

no matter what the final result of the

Destruction/Special test

Corrected: no matter what the final result of the

Destroy/Special test

Player's Handbook p.304; Enemy of the Bards

... it targets a character **of** a creature which ...

Corrected: ... it targets a character or a creature which ...

Player's Handbook p.306; Merin's Shield

Gambles taken when **Merin's Aegis** is called ...

Corrected: Gambles taken when Merin's

Shield is called ...

Player's Handbook p.315; Revolutions

Drive/**PUG**

Corrected: Drive/DIS

Player's Handbook p.336; Exploration:

Accessories

Phial (empty) | Availability **7** | Price **25 D**

Corrected: Phial (empty) | Availability 6 | Price 0,5 D

Player's Handbook p.337; Natural Weapons

SIZE = T

Corrected: SIZE = A (All)

Player's Handbook p.338; Parry Weapons

All (Column Header)

Corrected: Reach

Kite Shield Type = **C**

Corrected: Kite Shield Type = B

Player's Handbook p.339; Protections

1. Plate Armor | 5 | **-2** | 3 | **GB/MV** | No | 8 | 25 kg | **30 D**

Corrected: Plate Armor | 5 | -1 | 3 | GR/NA | No | 8 | 25 kg | 100 D

2. Used Plate Armor | 5 | **-1** | 3 | **GR/NA** | No | 8 | 25 kg | **100 D**

Corrected: Plate Armor | 5 | -2 | 3 | GB/UN | No | 8 | 25 kg | 30 D

Player's Handbook p.342; Les Gemmes

Corrected: The Gems

Player's Handbook p.344; Protections

1. AirGob SIZE = **T**

Corrected: AirGob SIZE = A

2. Protecting Overall Origin = **NA**

Corrected: Protecting Overall Origin = GB

3. Thermic Armor for Razorback

Mod. Action **1**

Origin **GB**

Corrected: Mod. Action -1

Origin NA

Player's Handbook p.344; Ammunition

Corrected: Ammunition

Player's Handbook p.345; Revolution Accessories

1. Akhamiäl | CY | **No**

Corrected: Akhamiäl | CY | Yes

2. Jadharis Clone | SC | Yes

Corrected: Jadharis Clone | SC | No

Player's Handbook; Character Sheet - Ranged
Weapons Table

Rate

Corrected: Frequency (FRE)

CONFRONTATION: RANGE WEAPONS

ARTICLE	POW	Fre	Range	Rec	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Beast star	SIZE +3	1	SIZE/2SIZE/3SIZE	-	4	✗ 0	DV	Yes	10	25 kg	100 D
Crossbow	4	1	4/8/16 16/20/30	2	3	na	All	Yes	6	3 kg	25 D
Daikinee bow	3	2	8/16/24	0	3	na	DA	Yes	10	1 kg	50 D
Desert crossbow	4	1	6/12/18	2	3	na	SC/OR	Yes	8	2 ✗ kg	35 D
Harpoon	SIZE +1	1	SIZE/2SIZE/3SIZE	-	3	na	BA/GB	Yes	4	1 kg	10 D
Javelin	SIZE	1	SIZE/2SIZE/3SIZE	-	A	na	BA	Yes	4	1 kg	5 D
Long bow	3	2	8/16/24	0	✗ 3	na	LI/MV	Yes	6	1 kg	35 D
One Handed crossbow	3	1	4/8/16 ✗ 12	1	2	✗ 0	SC	No	6	1 kg	35 D
Pilum (Thruster)	SIZE +1	1	SIZE/2SIZE/3SIZE	-	3	na	BA	Yes	8	1 kg	10 D
Short bow	2	2	4/8/16	0	2	na	All	Yes	6	1 kg	20 D
Throwing dagger	SIZE -1	1	SIZE/2SIZE/3SIZE	-	A	✗ +1	LI/MN	Yes	4	0,5 kg	15 D
Wolfen crossbow sbow	6	1	8/16/24	2	4	na	WF	Yes	5	5 kg	20 D
Wolfen one hand crossbow	4	1	8/14/18	1	3	✗ 0	WF	No	✗ 6	1,5 kg	28 D

Beast star: This weapon is a gigantic boomerang of metal, sharp as the finest of swords. Unless the test of Shoot/SLE is an automatic failure, it returns to the hand of her thrower.

CONFRONTATION: MELEE WEAPONS

ARTICLE	Dam. Mod	Typ	Rea	SIZE	Conc	Origin	Legality	Availability	Weight	Price
Bastard sword	+3	S	1	3	-2	BA/LI/WF/MV	No	6	5 kg	25 D
Battle axe	+4	S	1	3	-2	BA/GB/MV	No	6	10 kg	30 D
Cavalry spear	+6	P	3	3	-5	LI/GB/MV	No	X 4	5 kg	25 D
Combat chains	+2	B	0	X A	0	WF	Yes	Var	3 kg	var
Dagger	+1	s	0	A	+1	All	Yes	6	1 kg	8D
Giant mallet	+4	B	2	4	-5	GB	No	6	10 kg	50 D
Hook	-1	X P	X 0	X A	X +1	BA/GR/MV GB	No Yes	X 4	1 X kg	5 X AD
Halberd	X +5	P	X 3	X 3	X -4	GR All	Yes- Man	X 6	X kg	30 X D
Knife	+1	P	0	A	+1	All	Yes	4	1 kg	10 D
Mace	+3	B	1	3	-1	GB/GR	Yes	X 6	5 kg	15 D
Pike	+4	P	2	3	-5	GR	Yes	X 6	2 kg	10 D
Rapier	+3	P	1	3	-1	GR	Yes	X 4	1 kg	50 D
Rod	-1	b	2	A	-3	All	Yes	2	2 X g	2 D
Sabre	+2	S	1	3	-1	GB	Yes	X 6	2 kg	10 D
Scimitar	+3	S	1	3	-1	DV/GB/OR/SC/WF	Yes	X 6	2 kg	8 D
Short sword	+1	S	1	2	0	BA/LI/GB/MV	Yes	6	2 kg	10 D
Sickle	-1	P	1	A	+1	GB	Yes	6	1 kg	10 D
Spear	+4	P	3	3	-5	BA/GR	Yes	6	3 kg	15 D
Sword-axe	+3	S	1	3	-3	SC	No	10	3 kg	100 D
Sword	+2	S	1	3	-1	All	Yes	6	2 kg	15 D
Two-handed mace	+3	B	2	3	-3	OR	No	6	10 kg	25 D
Two-handed sword	+5	S	2	3	-3	BA/GR/MV	No	6	7 kg	30 D
Youlge	+4	S	3	3	-4	MN/MV	No	X 8	3 kg	20 D