

Merrie england errata

Page 5

Clarification for Step Nine: Your character's possessions are determined as explained on page 24 of *Basic Roleplaying*, not bought with initial money.

Page 14

The Physician profession should not be used but rather replaced with the Healer profession.

Page 21

The **System Notes** for Falconry should read:

Using a nocturnal bird of prey makes all Falconry rolls *Difficult*.

Birds do not normally attack large creatures, but a trained bird may be ordered to harry an opponent with a *Difficult* Falconry roll. A successful roll means the bird delays the opponent for 5 DEX ranks (or 3 Strike Ranks if this optional rule is used) per round of harrying, a special also deprives the opponent of one action per round, either an attack or a defense, and a critical prevents the opponent from performing any physical action in the round, except fleeing or trying to drive the bird away. While harrying an opponent, the bird cannot be normally targeted with missile fire and all close combat attacks made by the target to kill the bird or drive it off are *Difficult*.

Page 29

Disregard the words "Sword Blessing" at the end of the Spear Blessing spell description.

Page 38

Second paragraph: the words "KnowledgeKnowledge (Piromancy)" should read "Knowledge (Piromancy)".

Page 46

The title "Need a title" should read "Minor Saints".

Page 129

In the Marriage table, the words "Thithe to Church" should read "Tithe to Church".

Page 130

See the column on the right.

Page 132

Clarification: each time a ranged weapon is listed as doing +hdb in damage, it means that only half of the wielder's damage bonus is added (+½db).

Disregard the Rapier entry: this weapon is only available in Fair Elf Land.

Throwing knife damage is 1D4, not 1D6.

Plate armour is not yet common at the time of Merrie England, so its price rating should be Priceless, not Expensive, and it should be available only with gamemaster approval.

Page 208

In the stats for Renauld and the Knights, the lance does 1d10+1+1D4 damage.

Page 209

In the stats for Jack the Red, the bastard sword does 1d10+1+1D4 damage, not 1d6+1+1D4.

Page 210

Delete the last six lines of the left column one and the first three lines of the right column.

Page 211

In the stats for the Stamford guards, Mace damage is 1D6+2.

Page 213

The demon's damage bonus is +3D6, its claw damage is 1D6+db.

Page 130

The prices of the miscellaneous items are missing. The table should read:

Fee to enrol an apprentice: with mercers (rich merchants)	2s
Fee to enrol an apprentice: with carpenters	1s
Fee to join guild at end of apprenticeship: with mercers	20s
Fee to join guild at end of apprenticeship: with carpenters	3s 4d
Fee to join guild	6s - £3
Fee to empty a cesspit in a city	5s
6 silver spoons	13s
2 gold rings with diamonds	£14
Gold Ring with ruby	26s
3 strings of pearls	70s
6 gold necklaces	100s
Table	4d
Chair	1d
Chest	4d
Board for a bed	1d
1 stool	4d
Coffer	1s
Basin	1s 6d
1 sheet	3d
1 mattress	2d
4 pillows	3d
1 blanket	1s 4d
1 towel	6d
Candle Tallow	1d / 1b
Candle Wax	6d / 1b
Vat	3d
Barrel	2d
Bottle	3d
1 buckets	5d
Metal ewer	6d
Brass pot	2s
Ceramic cooking pot	½d