

The Unofficial Dungeons & Dragons Rules Cyclopedia Errata

by Jason MacInnes

Errata Revision 5.9b -- February 9, 2002.

What follows are rule corrections, clarifications, and suggested changes for the Rules Cyclopedia published in 1991 by TSR. For those unaware, this is a hard cover volume listing (almost) all of the D&D rules from the Basic, Expert, Companion, and Master boxed sets of the early 1980s. The only box set not included is the Immortal Rules (replaced by the Wrath of the Immortals box set).

This line of products should not be confused with Advanced Dungeons & Dragons, or simply Dungeons & Dragons as currently published by Wizards of the Coast.

The Corrections

Please keep in mind that I love Aaron's Cyclopedia! For such a monstrous task, Aaron and the editors did an amazing job. All that follows are corrections, not criticisms. This book is fantastic and truly a must if you want to run a classic D&D session.

For these rule corrections I've used the following sources:

- '81 Basic/Expert binder rules
- '83 Basic/Expert/Companion/Immortal boxed sets
- '94 Classic D&D boxed set

The Errata Begins:

New:

- Page 19 -- Magic user spell table corrections
- Page 20 -- Magic user stronghold creation level
- Page 26 -- Elf spell table corrections
- Page 140 -- Dominion Income example
- Page 154 -- Monster charm abilities

Page 12:

There's space at the bottom of this page, which bears the column about hit points, where we can place the missing natural healing rule:

Each full day of complete rest (no fighting or traveling!) will restore 1d3 hit points. If those resting are interrupted during that day in any way, then no healing will take place.

Or, from the 1994 Edition: Instead restore 1d4 hit points.

There's also a mistake on this page, in the third column under "Maximum Levels and Experience Points." Score a line through "and elves" that appears in the first paragraph. Elves can only attain a level of 10.

Page 14:

Cleric titles: All level titles were omitted in the Cyclopedia. However, in the cases of thieves and clerics, you may find them still to be of value. Cleric table is below. Thieves' table is on page 2.

Level	Title
1	Acolyte
2	Adept
3	Priest
4	Vicar
5	Curate
6	Elder
7	Bishop
8	Lama
9	Patriarch

Turning Undead: Notice the "But don't forget, if the monster is turned, it hasn't been destroyed, it may decide to return soon..." Now that's nice and vague. From the Basic rule book: "They will stay away 1d10 rounds." To determine whether the monsters return when the turning wears off, "make a Reaction roll. If the result of the roll is 8 or more, the undead return."

Page 18:

For Paladins, the last line in the 4th requirement should read: "Therefore, a 16th or 17th level paladin can turn undead with the same ability of a 5th level cleric." Paladins start at 9th level in D&D. The Avengers column on the opposite side of the page has the correct values if you want to compare them.

Page 19:

There are several errors in the Magic User Experience Table in regard to spell allotments. Mages don't receive 6th level spells until level 12, so cross out the last "1" in the level 11 row. At levels 13 and 14, mages should have five of the first level spells (if the progression from the Expert boxed set is used).

Page 20:

Towers: Enoch Perserico points out a rule variance for when magic users can build their towers/strongholds. From the Expert rules (both 1981 and 1983), mages can do so when they reach 11th level. The rules here read "Name level" or 9th level. Enoch speculates this may be a correction rather than an error, to bring the requirement for stronghold creation in line with the other human classes.

Magi: Item one for the magi suggests that they can assist land-owning magic users with spell/item research "as described in Chapter 3." That topic is actually covered in Chapter 16, starting on page 250. However, nowhere in Chapter 3, 13 or 16 does it mention how a magus decreases time or increases chance of success. From the Companion rules: Any item or spell research can be completed in half the normal time and with double the chance of success. Also, the original item number two was removed from the list. It stated that the Magus, like the thief, has a chance (determined by the DM) of finding treasure maps, and hearing rare rumors of powerful magic items.

Page 20:

Level	Title
1	Apprentice
2	Footpad
3	Robber
4	Burglar
5	Cutpurse
6	Sharper
7	Pilferer
8	Thief
9	Master Thief

Experience levels: Some players may have noticed that the XP requirements for levels 4 and 5 are wrong. Well, that depends on whether you used to use the '81 edition and prior or the '83 boxed set series. If you used the latter, then level 4 is at 5,000 and level 5 is at 10,000.

Page 24:

Languages: This applies to page 25 as well. The rules state the following point more clearly in other books. Dwarves and elves can speak the additional languages listed, just like the rules state. However, they can't read or write them. To do so they must expend their additional intelligence slots or general skills to pick those languages (as detailed in the '94 boxed set).

Page 25:

The special abilities "Detection" description of elves does not mention the exact rule (as the dwarf area did on the previous page). Under the detection section in the third column note that it's a 1d6 roll, rolling a 1 or 2 for success.

Page 26:

Level	1	2	3	4	5
6	3	2	2	-	-
7	3	3	2	1	-
8	4	3	2	2	-
9	4	4	3	2	-
10	5	4	3	2	1

Elves: Enoch Peserico notes a discrepancy here for the Experience Table for their spells. He's noticed the table is not the same as in the 1983 Expert boxed set; on that table, elves did not achieve 5th level spells until level 10. Actually, this table is from the 1981 Expert binder rules. However, Enoch cites the 1983 table being used in GAZ 5 "The Elves of Alfheim" and Gaz 13 "The Shadow Elves". This, as well as other revisions in the 1983 edition for magic users/clerics, suggests this 1981 table is incorrectly used. To adjust the table in the Cyclopedia, use this table.

Halflings: In the combat bonuses table, the plus one to individual initiative also applies to the group if they are comprised only of halflings.

Page 32:

In the third column, at the end of the second paragraph place an asterisk, then scribble this missing rule somewhere: "If the caster loses initiative and takes damage or fails a saving through, then the spell is interrupted and lost." In the "Reversible Spells" section, note that the caster must be at least fourth level to reverse spells.

Page 33:

Under the section "Learning New Spells", you may wish to note: "Clerics receive new spells directly from the power they serve, so they will be able to learn any spell on the clerical spell list once they gain enough experience to cast spells of that level. The DM may, however, have their immortal restrict certain spells."

Page 35:

Resist Spells: For the spells Resist Cold and Resist Fire, I suggest noting that the minus one point per hit die be applied after the saving throw. Mathematically this is an important decision (it's better for the players this way). Although it is implied by their use of "Furthermore", it's not actually stated when to apply it.

Page 37:

Create Food Spell: Originally, clerics/magic-users didn't have as many levels or spells, so they acquired higher level spells earlier and were able to cast a greater number per day. The authors forgot, however, to update a few of the spell descriptions. So, the second sentence should now read: "For every level of the cleric above 10th, the spell..."

Page 38:

Raise Dead: Again, this is an old rule not revised. The second paragraph should read: "A 10th level cleric can raise a body that has been dead for up to four days. For each level of the cleric above 10th add four days to this time. Thus, a 12th level cleric can raise bodies that have been dead for up to twelve days."

Truesight: This error originates with the companion set. The duration should read either: "1 turn + 1 turn per level of the caster" or "1 round + 1 round per level for the caster." You can choose which you like better.

Page 47:

Phantasmal Force: You may want to consider that this spell, in relation to its description and other spells must be an immobile 20' cube. For example, you can create a flying monster, but it can't move outside the original 20' cube. Defining whether this is true or not will avoid arguments later.

Page 49:

Confusion: Something to consider before the magic-user casts this spell, is that the effect slot states 2d8 creatures. But the description suggests it affects all creatures within the radius.

Page 50:

Ice Storm/Wall of Ice: This spell, originally having only one effect, has two. This first line of the description states this, but then it states there are three effects. The effect "Icy blast" does not exist, and never did. So, the first line should read, "This spell may be cast in either of two ways: either as an ice storm, or wall of ice."

Polymorph spells: The D&D rules are never actually clear as to whether such spells, or related potions, change just the body or include the possessions. You may want to make a ruling on this before a player argues differently.

Page 51:

Animate Dead: Of little importance here, but every time they use "Cleric" they obviously mean "Magic User." (The same is actually true of Hold Person on page 48 as well.)

Cloudkill: As noted in "Explosive Cloud", this spell creates a greenish gas cloud. Further, you may wish to consider whether the cloud is opaque or translucent.

Dissolve: The spell's range, as first noted in its description, is 120'. The second value mentioned later in its description, 240', is incorrect.

Page 62:

Coin	US Currency	Conversion Factor
Platinum	5 dollars	5
Gold	1 dollar	1
Electrum	50 cents	2
Silver	1 dime	10
Copper	1 penny	100

Money: Okay, here the authors were trying to confuse you as much as possible. Scribble this down and you'll never get confused!

Weapons table; missing weapons: Under the Weapons Special Effects table, note that page 80 has the full tables -- you'll need them for reference during the game play.

Item	Damage	Range	Cost	Enc.	Notes
Morning Star	1d6 + 1	-	5	30	M
Flail	1d6	-	5	40	c, M

Page 67:

Armor	Magic Enc.
Leather	100
Scale Mail	125
Chain Mail	150
Banded Mail	175
Plate Mail	200

In the editions in the early '80s and the '94 edition, magical armor only weighed half the encumbrance of its normal counterpart, but this rule was omitted from the Cyclopedia. In the Armor Table, create a "Magic enc." column. Here are the values that appeared in the Companion boxed set:

Another point, if you consider "Leather" to be "Hardened Leather" at AC 7, you can have "Padded Leather" at AC 8 (cost 15 GP). "Padded Fur" would also occupy AC 8 (in cold weather campaigns) for 10 GP.

Page 68:

The last sentence in the fourth paragraph of the third column is wrong. The griffin's MAXIMUM is 7000, its half is 3500. You can confirm this on Page 181. Score out 7000 and 14000 and replace it with the correct values. But take note that the prior logic the author was working through is no longer valid with these new values.

Page 69:

For the "Adventuring Gear" table, here's a missing item: Spell Book: 200 cn (from page 43, last paragraph)

Page 70, 71:

The vessel capacities listed in the descriptions for the river boat and galleys are all inconsistent with the table. According to the original Expert booklet, all the inconsistent values in the table are wrong. The Expert boxed set also bears the same errors.

The price listed for a Troop Transport (30,000 gp), is actually the price for the conversion of a sailing ship into a troop transport. Technically, the price should be 27,000 gp (which is closer to 1/3 of a large ship's price). However, to buy a Troop Transport off the shelf, so to speak, it costs 40,000 gp (from the Expert sets). The difference here is time: can the characters wait around to have their ship upgraded, or instead shop around for an available Troop Transport vessel.

Page 72:

Jimmy Kerl has spotted an error under the "Troop Transport" section in the first column. The additional cost to convert a sailing ship into a troop transport is actually 1/3 of the ship's listed cost, not 1/2. The cost is correctly listed on the chart's footnotes on page 71.

Page 74:

Item	CN
Gem	1
Jewelry	10 (if not worn)
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

Note that treasure encumbrance is handled in chapter 16, but if you want to use the simpler original '81 Expert edition rules you can write them down at the bottom of this page. Also included are missing values for other miscellaneous items:

Page 75:

The weapon mastery system COMPLETELY unbalances the game! When your players have plus 9 or more to hit, you know something is wrong! I HIGHLY suggest using the system with one change: don't let any player get weapon mastery above "skilled." With this restriction the rules do work very well. You can then move some of the higher level options to apply to the skilled level.

Page 80:

Related to the page 75 note, I suggest removing the "Deflect" ability under the "Special Effects Descriptions." This makes it VERY, VERY hard to hit the player (you never will with high characters). Since they'll argue, point out the older "Parry" option on page 104.

Page 85:

Assuming you don't read the book straight cover to cover, you might miss a few rules under the "Riding Skill" section. It mentions restrictions if you DON'T have the skill.

Page 89:

Under the section "Long-Distance Travel and Rest" the missing forced march rule of the Expert boxed set (pg. 21) can be re-added. The rule is essentially: "A forced march can be undertaken to increase the party's movement rate by 50%, but the whole day after the

march must be spent resting.” Furthermore the original rules state that when pursuing and fleeing in the wilderness you may triple your normal movement rate for a “short” period of time; and it requires immediate rest afterward.

Page 93:

As the last line of the “Encounter Distances” table, enter:

Surprise	1d4 x 10 yards
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Interestingly, I couldn't find this table in any of the other rule books. This is important because it would appear to be wrong. In previous rule books it was verbally explained, and it only mentioned the 4d6 x 10 rule. Anyway, notice the comment for two asterisks: it states those fields are applicable to infravision. Recall infravision is, generally, a 60 range, but the rows the asterisks apply to allow a max of 120! Perhaps, in the wilderness, that's possible, but in the dungeon that has to be dead wrong.

Page 99:

In the third column in the paragraph starting with “The pursuers decide to give up the chase.” there are some missing conditions. Apply the character's flee adjustments (missing from page 103, so you'll need to note those in the errata) as before, and then add a further +2 if the number of monsters is greater than the number of characters. If the adjusted result is 9 or greater than the monsters continue to pursue. Monsters will give up pursuit after 1-2 hours if the party is not found, and will rarely continue searching longer than a day (8 hours) unless some valuable item was stolen by the characters. (This is the flee reaction role, *not* a morale check.) On the next page, but related to evasion, is “Regain Bearings.” Just remember you can, and should, give the characters general descriptions as they run away (as noted in the original rule books). Yes, they're running fast and can't map, but they can still see.

Page 102:

Okay, the first paragraph states that: “During a round, characters can do one thing...” and “A character cannot do two things in a single round, such as run 20 feet and then attack.” Then in the next paragraph, “To reflect this limited movement, a character can move up to 5 feet while he is fighting.” So, if you move MORE than that you can not attack. Okay? Good. Now let's look at page 103...

Page 103:

Look over at the third column section “Movement”, under the sub heading “Encounter Speed.” Put a line through the last sentence that reads “...and still make his attack this round.” That rule is wrong, as we have just seen on page 102! Confusing? Simply, you can't move and attack at the same time unless you're within 5 feet of your opponent (you can only perform one action in a round).

At the Start of an Evasion: Related to morale is the monster reaction role towards fleeing characters. To decide if monsters will pursue, roll 2d6 and adjust as follows: -2 if any monsters have been slain, +2 if no monsters have been hit, +3 if the monsters are hunting the characters; no adjustments if any monster has been hit but not slain. If the adjusted result is 9 or greater, the monsters will pursue. See the correction for page 99 for further notes on this missing flight rule.

Page 104:

Fighting Withdrawal: I don't know why, but it lists the character's movement rate at 5' per round. Now, that makes it VERY hard to do this maneuver! This rule, in ALL the other rule books, is 1/2 your movement rate. That differentiates it from “Retreat”, which is a movement greater than 1/2.

Smash: I suggest that when the “Smash” maneuver is performed the players are not allowed to use their weapon mastery (since this is brute force instead of skill). This will make the -5 penalty something for players to be concerned about (otherwise this will become their standard attack).

Page 108:

For “Attack Roll Modifiers” in the first column, may I suggest that you note somewhere that if the characters are fighting in the dark or their adversary is invisible, then they are not permitted their weapon defense bonus from the chapter 5 optional weapon mastery rules. Just a logical rule modification.

Jimmy Kerl has noticed that the penalty for hitting a halfling in the table is incorrect; it should be -2. You may also wish to note here that page 150 (Special Conditions) lists attack modifiers for blindness and prone characters. (Note: Blindness is listed as -6 on page 150; however, -4 should be used if a mage is using detect invisibility to guide characters in attacking, as outlined in the older rules.) Here are a few more adjustments for the Missile Checklist: Crouching -1, and Moving Quickly -1.

For the cover adjustments section, a defender is considered to have at most 3/4 cover if he or she is using a missile weapon to attack.

Page 110:

For the “Two Weapons Combat” rule, may I suggest that characters who wield two weapons can only attack 1 attacker until they get their fighter combat options. I also suggest that the second weapon (the offhand one), be a short sword or smaller. This will keep the game balanced.

Page 111:

I don't know WHAT they were thinking, but here's a correction. Look at the optional “Striking Procedure Checklist”, specifically section 3. The last part of the line should read, “...base damage of 1 plus any bonuses from a high strength.” Both the Companion and Cyclopedia rules actually state a base damage of 0. However, if that's true, then people with an average strength can not fight at all (they never do damage!). Optionally, you could state, that only people with superior strength can use the striking rules; but the rules don't actually state that. You decide which you prefer.

Look over on the third column, under “Striking and Two Weapons Combat.” At the end of the first paragraph in this section add this, “... and the character must be at least skilled at boxing (next page) to do this.” This will keep the rules balanced.

Page 113:

Fabrizio Paoli has pointed out a rule conflict on this page. Under “Wrestling Effects” in its last paragraph, it states that the pinning character can inflict 1-6 damage plus strength on his opponents. However, the “Wrestling Combat Mastery Table” states a base damage of 1, and then increases in regard to the various skill levels. This is a rule conflict originating with the Companion and Master boxed sets. I would suggest that the 1-6 be used if you don't use the optional Weapon Mastery rules (it was written before them anyway). If you do use those rules, follow the table as it's laid out.

Page 115:

An error in the “Ram Attacks Table” was spotted by Jimmy Kerl. The damage for a small galley ramming a ship is correct at 50-80. However, the die calculation for this should be “1d4+4x10”.

Page 140:

I don't own the Master boxed set, but Enoch Peserico explains that the Dominion rules here are a cut-and-paste job of the Companion and Master rules. One of the clarifications in the Master rules, he explains, was to place a limit that each family could only work one resource (third column under “Limit Family Skills” here) and also create a minimum resource usage of 20%. These changes are only relevant because of the “Example” section in the middle of the second column. This was lifted directly from the Companion rules which, as Enoch spotted, are now flawed. From the example, the character has 200 peasant families working a hex, with 1 mineral and 1 animal resource (worth 3 and 2 gold pieces respectively). The example calculates that at 1,000 gp of Resource income. That would be $200 \times (1 \times 3 + 1 \times 2)$. However, since the Master revision added in the restrictions, noted above, that number is invalid. The highest income level would be $(40 \times (1 \times 2)) + (160 \times (1 \times 3))$ resulting in 560 gp of Resource income. Or, risking rebellion, everyone can mine for 600 gps.

Page 145:

Under the section “Climbing” add, “A character receives 1 point of damage for falls under 10'.” The rule comes from the thief section in chapter two. But how fast does a person climb? For ease, I suggest a person climbs at equal their normal rate in easy conditions. In adverse conditions give non-thief characters a penalty of 1/2. If you want more complex rules, I suggest referring to AD&D.

In the second column, the section titled “Damage to Magical Items” should read “Damage to Magical and Normal Items”.

Page 150:

The following weapon mastery notes should be added for each of the respective sections:

Blindness: Weapon mastery skills are completely negated

Deafness: Weapon mastery attack bonus is negated, but damage remains the same.

Invisibility: Weapon mastery is completely negated.

Stunning, sections 1 and 4: Weapon mastery is negated.

Starvation table: At the bottom of the page, the “Movement Rates” column of the chart should read “x 1/4” for the 24% - 49% line.

Page 154:

Poison: Omitted from the Companion set (Book 2 pg. 22), summarised:

1. Monster poison, emanating from sacs or glands, is only poisonous while in the creature; when exposed to air it becomes useless in 1-10 rounds.
2. An intact poison sac (rare after a fight) lasts for 1-10 rounds per hit die of the monster.
3. As per the poison spell, the use of poison is considered an evil act.

Charm by monsters: Enoch Peserico noticed that the description here has been condensed by telling the reader it works just like the Charm Person spell. That is, however, incorrect. From the Basic set or the Classic 1994 set, the charm ability of monsters has the expected results that the character can not attack the monster and must follow its simple commands. What is missing here is that characters also find themselves confused and are unable to make decisions. This extends to the inability to cast spells or use magic items which require concentration. We might also consider at this point whether these rules on confusion should also then apply to charm spells and subsequent casting attempts by a victim. Unfortunately, the rules do not cover this idea, although there is an allusion to this in the Basic monster section. Yet it is never stated as such, including in the spell sections in both Players/DM Basic books and the Classic book. If we reference AD&D (2nd edition, DM page 90, Combat), there are rules applying to miscasting due to the befuddled charm state. Whether this applies to D&D, I leave up to the reader. Although, strictly from the rules, charm is a "best friends" spell and monster charm powers are related better to the ability to mesmerize or enthrall.

Page 163:

Carrion Crawler: Cross out the words "except when" from the second line of the second paragraph. Someone rewrote the entry and left a few extra words in there.

Centipede, Giant: You may want to consider a penalty to allow combat. Since the characters can move, but not attack, when paralyzed your players will argue this point, especially if their characters are adventuring alone. Try a penalty of -4 without weapon mastery bonuses.

Page 182:

Haunt: In the "Save As" row it states "See below." That, in itself, is okay. The problem is that although it states the special rules, it never actually states what they save as (this dates back to the original Companion set). Consulting the D&D Creature Catalogue under "Banshee, Lesser", I think it's safe to say that the three Haunts save as fighters of equivalent level. That's F13, F14, and F12 respectively.

Haunt, Aging: Obviously not play tested all that much. The demi-human classes lose constitution after a given set of years, which pushes them towards middle age. However, even still the rate they age should be slower, to reflect their extended life spans. I suggest that elves lose one point of constitution every 40 years and dwarves every 20. Based on the age maximums and averages from chapter 13, this will result in equal aging with their human counterparts in respect to their max ages.

Page 185:

Hellhound: As far as I can tell they've never had a range stated for their breath weapon. You may want to interpret this as meaning they can only use their breath weapon against adjacent targets. Or, taken from AD&D, they have a range of 30'. However, AD&D Hellhounds are very weak and pathetic monsters (compared to D&D). So the 30' range on a D&D Hellhound may make it too powerful for lower level characters to handle.

Page 192:

Mek: The Mek's damage is listed as an impressive 1d6x10(x2). Wow - it scared the hell out of my players. In supplements such as M2: Vengeance of Alphaks, however, the damage is listed as 6d10x2. That's more in line with D&D conventions and makes it an ordinary monster.

Page 195:

Mystic: The leader should save as Mystic 7 and all his thief abilities are wrong; refer to the thief at level 7. (There was confusion here whether the leader was level 6 or 7). Also remember the level 4s have hands that act as silver weapons and save as mystics of fourth level. Note, it says here that, "They may use potions or other magic items for certain situations." That's in the third paragraph, which is very interesting considering it does not state that at all in chapter 3. I assume it's carrying the thought of the previous sentence about magic protection, but it's an interesting statement to consider anyway.

Page 200:

Rat, Giant: For some reason the Giant Rat's treasure type has been changed to "L". Originally it was "C"; which you may prefer if you perceive giant rats as pack rats.

Page 212:

Wight: These creatures do 1d4 damage when they attack (taken from AD&D).

Page 236:

Wand of Polymorphing: As the spell, the range is 60'.

Wands: It should be noted that none of the detection wands, such as Enemy Detection or Metal Detection, mention anything about the duration of a charge. Nor can I find any such rule in any other source. I suggest noting that the charges last only for 1 round, as these are detection wands, not locating wands; the wands show the player where something is, but not giving them the ability to go hunting for things.

Page 238:

Telekinesis ring: The speed for the ring is 20' per round (from page 52)

Protection rings: Magic is not cumulative with other rings (Protection +1 and Protection +5 is *not* +6; it is +5).

Page 239:

Bag of holding: What they should have said is that you should calculate the normal cn for the sacks contents, and note this down. Then multiply it by 0.06 to determine its actual weight. Easy to notice, but if you write it down here it'll save you time later.

Displacer cloak: From AD&D, the first attack always misses. That assumes, of course, that the attacker doesn't know the person is wearing the cloak.

Page 242:

Armor and Shields: As mentioned by my notes for page 67, the magic armor rules (half encumbrance) can be found in the '83 and '94 editions. Or you can use the Companion set magic encumbrance values I listed earlier.

Page 245:

A line needs to be crossed out on this page. Look at the second last column under "Sword Intelligence..." on the third column. The sentence in parentheses should be scored out; it starts with "The read magic ability is discussed below..." Well, this line doesn't appear in the older additions. Why? Well, because it's wrong. Someone has confused "read magic" with "detect magic". Assume that read magic has the properties stated at the beginning of "Primary Powers" - that it may be used once per round and as often as desired.

It might also be worth mentioning here the omission of the section entitled "Special Swords" that appeared in the '83 Expert rules. That section is, more or less, similar to the new section on "Weapon Bonus vs. Opponent" that's on page 247. However, here are rules you may find useful.

If both the intelligence and ego scores of a sword are 12, then the sword will have the following additional power:

- A lawful sword will paralyze a chaotic opponent struck unless the victim makes a Saving Throw vs. Spells.
- A neutral sword adds +1 to all of the user's Saving Throws.
- A chaotic sword will cause a lawful opponent struck to make a Saving Throw vs. Turn to Stone or be turned to stone.

Page 255:

Spell research: According to this rule book, and all previous, both clerics and druids can create new spells in addition to magic users. This, however, isn't logical. Recall, clerics obtain their spells from their immortals by praying. What the rules mean at present is that clerics research spells and then teach them to their immortals, which is just twisted. If your campaign treats clerical spell like mage spells, then use the rules as listed. Otherwise cross out "cleric and druid" from this section.

Page 266:

The “Ability Scores and Saving Throws” optional rules will unbalance the game, don't use them. I highly suggest the use of the “Keeping Characters Alive” rules exactly as they appear. Drop them when the characters reach “name” level if you wish.

Page 267:

Here's an interesting rule conflict pointed out by Alessio. There seems to be an editing error for the mystic variant experience guidelines. Look at the “Special Abilities That Do Improve” portion and you'll see that “saving throws will continue to improve”. However, in the next paragraph under “Saving Throws” the rules state the reverse. Alessio suggests that the editor(s) incorrectly copied the text from the previous character class sections. In which case, this section should state that the mystic should use the fighter saving throws after passing the sixteenth level.

Page 293:

Look at the bottom of the chart under “Skills Proficiencies.” The D&D and AD&D lines are mixed up. Add an “A” to the first line, and scratch out the “A” in front of the second area.

Tournament/Jousting Rules:

In the earlier versions of the errata I mentioned that the Tournament rules had been omitted from the Cyclopedia. I contacted TSR and was informed by Michael Huebbe (Consumer Inquiries Manager) that they had omitted these rules intentionally because of space requirements. At that time, Michael mentioned that photocopies of these missing rules could be mailed out if required. Regardless, these joust rules from the Companion set are well worth having. *[My request to include them in this erratum was denied by TSR.]*