ACKS Core – Complete Errata

On p.23, delete these sentences in the second paragraph: "Because of their need of stealth and free movement, thieves cannot wear armor heavier than leather, and they cannot use shields. They may use any missile weapons and any one-handed melee weapons, and may wield a weapon in each hand if desired."

Replace those sentences with the following: "Because of their need for stealth and free movement, thieves cannot wear armor heavier than leather, and cannot use shields or exclusively two-handed melee weapons such as great axes or polearms. They may use any missile weapons and any one-handed melee weapons. They may fight with a one-handed weapon in each hand, or wielding a one-handed weapon with two hands."

On page 25, delete the sentence in the last paragraph: "They may fight with two-handed weapons or with a weapon in each hand, but they are not trained in the use of shields." Replace that sentence with the following: "They may fight using a weapon two-handed, a weapon in each hand, or a weapon and shield."

On page 26, the Assassin (Fighter) Attack and Saving Throws should progress at a rate of 2 points every 3 levels, not 2 points every 4 levels.

On p.32, the experience listed for dwarven craftpriests is incorrect. Here are the correct values:

Level	Experience
1	0
2	2,400
3	4,800
4	9,600
5	19,200
6	38,400
7	75,000
8	150,000
9	280,000
10	410,000

On page 36, delete these sentences in the second paragraph: "They may use any missile weapons and any one-handed melee weapons, and may wield a weapon in each hand if desired. They cannot wear armor heavier than leather, and cannot use shields."

Replace those sentences with the following: "They may use any missile weapons and any one-handed melee weapons. They may fight with a one-handed weapon in each hand, or wielding a one-handed weapon with two hands. They cannot wear armor heavier than leather, and cannot use shields or exclusively two-handed melee weapons such as great axes or polearms."

On p. 41, under Catapults and Ballista, the weights of heavy and light catapults are reversed. Heavy Catapults weight 1,800lb while Light Catapults weigh 1,200lb.

On page 41, under Catapults and Ballista, the weights of heavy catapults are wrong. Heavy Catapults weigh 1,800lb.

On page 41, under Weapons, for the Staff entry, eliminate the words "(two-handed)". For damage, indicate 1d4/1d6.

On page 43, and on p. 95, the cargo value of River Boats and Sail Boats has been transposed. River Boats can carry 600 stone of cargo, while Sail Boats can carry 400 stone of cargo.

On page 47, under Staff, delete the sentence that reads "(A one-handed staff is a club)". Replace that sentence with "(If used one-handed, treat as a club)."

On p. 50, Hiring Availability by Market Class, replace the table with this table (only "Mercenaries" and * section has changed):

Hiring Availability by Market Class						
	Class I	**Class II**	**Class III**	**Class IV**	**Class V**	**Class VI**
Mercenaries						
Light Infantry	4d100	5d20	5d10	3d4	1d6	1d2
Heavy Infantry	2d100	5d10	3d8	1d8	1d3	1 (85%)
Slinger	8d20	4d10	2d10	1d6	1d2	1 (70%)
Bowman	8d20	4d10	2d10	1d6	1d2	1 (70%)
Crossbowman	8d20	4d10	2d10	1d6	1d2	1 (70%)
Longbowman	4d20	2d10	1d10	1d3	1	1 (33%)
Light Cavalry	4d20	2d10	1d10	1d3	1	1 (33%)
Mounted Crossbowman*	3d20	4d4	2d4	1d2	1 (75%)	1 (25%)
Horse Archers	3d20	4d4	2d4	1d3	1 (70%)	1 (23%)
Medium Cavalry	3d20	4d4	2d4	1d2	1 (70%)	1 (23%)
Heavy Cavalry	4d10	1d10	1d6	1d2 (50%)	1 (50%)	1 (15%)
Cataphract Cavalry	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)
Beast Riders*	3d10	1d8	1d4	1d2 (33%)	1 (40%)	1 (10%)
Specialists						
Alchemist	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Animal Trainer – Common	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Animal Trainer – Exotic	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Armorer	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Engineer	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Healer	5d10	2d6	1d6	1d2	1 (65%)	1 (20%)
Healer – Physicker	3d10	2d4	1d4	1	1 (40%)	1 (15%)
Healer – Chirugeon	1d10	1d3	1	1 (33%)	1 (15%)	1 (5%)
Mariner – Captain	4d6	1d6	1d3	1 (80%)	1 (33%)	1 (10%)
Mariner – Navigator	5d10	1d12	1d6	1d2	1 (60%)	1 (45%)
Mariner – Sailor/Rower	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian – Carouser	4d100	5d20	5d10	3d4	1d6	1d2
Ruffian – Footpad	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Reciter	5d20	4d6	2d6	1d3	1d2	1 (40%)
Ruffian - Spy	2d10	1d6	1d3	1 (65%)	1 (25%)	1 (10%)
Ruffian - Thug	5d20	4d6	2d6	1d3	1d2	1 (40%)
Sage	1d6	1d2	1 (65%)	1 (15%)	1 (5%)	None
Spellcaster	----- Varies by Spell Level ----					
Henchmen						
Normal Men	4d100	5d20	4d8	3d4	1d6	1d2
Level 1	5d10	2d6	1d4	1d2	1 (65%)	1 (20%)
Level 2	3d10	2d4	1d3	1	1 (40%)	1 (15%)
Level 3	1d10	1d3	1 (85%)	1 (33%)	1 (15%)	1 (5%)
Level 4	1d6	1d2	1 (45%)	1 (15%)	1 (5%)	None

*Mounted crossbowmen are only found in Dwarven settlements. Beast Riders are only found in Chaotic-aligned settlements.

On page 51, Henchmen Monthly Fee table, level 11 Henchmen wage must be changed to $32,000; level 12 henchmen wage must be changed to $50,000; level 13 henchmen wage must be changed to $135,000.

On p.52, Mercenary Troop Type, replace the existing table with this table:

Mercenary Troop Type	Gp Wage per Month				
	Man	Dwarf	Elf	Goblin	Orc
Peasants (spear)	3	-	-	-	-
Light Infantry (3 javelins, short sword, shield, leather armor)	6	-	10	3	6
Heavy Infantry (spear, sword, shield, banded plate armor)	12	18	24	-	9
Slingers (sling, short sword, shield, leather armor)	6	-	-	3	-
Bowmen (shortbow, short sword, leather armor)	9	-	21	3	6
Crossbowmen (arbalest, short sword, chainmail)	18	21	-	-	12
Longbowmen (longbow, sword, chainmail)	18	-	42	-	-
Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)	30	-	60	-	-
Mounted Crossbowmen (crossbow, short sword, chainmail, mule)	-	45	-	-	-
Horse Archers (composite bow, scimitar, leather armor, light warhorse)	45	-	90	-	-
Medium Cavalry (lance, sword, shield, lamellar, medium warhorse)	45	-	-	-	-
Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)	60	-	-	-	-
Cataphract Cavalry (composite bow, lance, sword, shield, plate, chain barded medium warhorse)	75		140		
Beast Riders (spear, short sword, shield, leather or scale armor, dire wolf or giant boar)	-	-	-	15	35

On page 52, Armorer entry, it should "Each month, an armorer can make 40gp worth of weapons, armor, or shields. In addition to being hired for producing weapons and armor, armorers must be hired at the frequency of 1 per 60 troops in order maintain fix and armor and weapons. Armorers may be assisted by up to two journeymen (20gp/month) and four apprentices (10gp/month). An armorer with one journeyman and two apprentices produces 100gp per month and can maintain 150 troops; an armorer with two journeymen and four apprentices produces 160gp per month and can maintain 240 troops." [E.g. the values changed from 1 per 50 troops to 1 per 60 troops; 125 to 150 troops and 200 to 240 troops.]

On page 52, Animal Trainer entry, it should read "It will take a minimum of one month to tame a wild animal. Likewise it will take a minimum of one month to teach an already tame animal one behavior."

On page 56, Bladedancer Proficiency List, Combat Trickery (trip) should be Combat Trickery (knock down).

On page 57 – 64, the footer at the bottom of every page reads "Thief Proficiency List". It should read "Proficiency Descriptions" or, like the spell section, list the name of the first and last proficiency on each leaf.

On page 58, Animal Training proficiency, delete these sentences: "Initial training, which simply makes the animal safe for handling, takes one month. Each additional task or trick taught thereafter takes 1d4 weeks." Replace it with "It take a minimum of one month to tame a wild animal. It takes a minimum of one month to teach a tame animal one trick. Thereafter additional tricks can be taught at half the time per trick."

On page 62, Manual of Arms proficiency, it should read "…If the character selects Manual of Arms once, he can earn 30gp per month training light infantry… If the character selects Manual of Arms twice, he earns 60gp per month and can train heavy infantry (1 month)…. The character can train up to 60 soldiers during each training period.

On p. 57, Elven Nightblade Proficiency List, remove Arcane Dabbling. Add Combat Trickery (disarm).

On p.62, Magical Music proficiency, it should read "The character can perform music that can serenade those who are potentially attracted to the character (as a charm person spell) or tame savage beasts (as a sleep spell)."

On p.63, Seduction proficiency, it should read "The character is either naturally alluring or a practiced seducer. He always receives a +2 bonus on reaction rolls with others who are potentially attracted to the character."

On page 97, update the example below to reflect that the correct spotting distance is 105 yards, not 102 yards. EXAMPLE: Adventurers encounter a 12' tall ettin in a light forest. The base encounter distance is 5d8 yards, and the Judge rolls a 21, yielding 21 yards. However, the ettin is double the height of a man, so the encounter distance is doubled to 42 yards. If the adventurers were standing on a 24' hill (four times the height of a man), the encounter distance of 21 yards would multiply by (4+1) five times, to 105 yards.

On p.104, under Damage, it incorrectly states that "unarmed strikes deal 1d2 damage." It should read "unarmed strikes deal 1d3 nonlethal damage" as stated on p. 109.

On page 104, under Damage, remove "morning star" from the list of Medium melee weapons. Add "great axe" and "morning star" to the list of Large melee weapons, so that it reads "…such as morning stars, pole arms, and two-handed swords, deal…"

On page 104, under Damage, add an oxford comma after "pole arms" so it reads "…such as morning stars, pole arms, and two-handed swords"

On p. 119, Sample Magic Item Time, Cost, and Components Table, replace the table with the revised table below. (Only the Possible Special Components column changes):

Sample Magic Item Time, Cost, and Components

Item Type	Cost	Time	Possible Special Components
Potion of Healing	500gp	1 week	Blood of 1 troll
Scroll of Fly	1,500gp	3 weeks	Feathers of 3 griffons
Wand of Fireball (20 charges)	30,000gp	120 days	Fangs of 37 greater hellhounds
Ring of Invisibility (1/turn)	33,000gp	160 days	Ichor of 30 invisible stalkers
Sword +1	5,000gp	1 month	Skulls of 36 ogres or heroes
Sword +2	15,000gp	2 months	Skulls of 107 ogres or heroes
Sword +1, +2 v. spellcasters	10,000gp	1.5 months	Skulls of 36 ogres and 36 spellcasters
Plate Armor +1	5,000gp	6 months	Iron hides of 3 gorgons

On p. 126, Stronghold Structure Costs, "Palisade, wood (10' high, 100' long, 1' thick)", the thickness should be 1" rather than 1'.

On p. 133, Paying Expenses, "Upkeep of urban settlements costs 1.5gp/family each month", the cost should be 1gp/family each month. The adjoining table should be corrected to also read 1gp/family.

On page 147, under Experience From Magical Research, the values used in the example for Quintus's GP Threshold are incorrect. The correct values are those listed in the table on the preceding page. The paragraph should therefore read:

EXAMPLE: Quintus, a 5th level mage, creates a scroll of sleep. This takes one week and 500gp. 500gp divided by one (the minimum) is 500gp, which is less than his gp threshold of 650gp, so he earns no XP. He then creates a scroll of fireball. This takes three weeks and 1,500gp. 1,500gp divided by one (the minimum) is 1,500gp, which is greater than his gp threshold of 650gp, so he earns the difference. Quintus has earned 850XP. Years later, at 9th level, Quintus creates a sword +2, which takes two months and 15,000gp. He also uses 15,000gp in precious materials, so the cost is 30,000gp. 30,000gp divided by two months is 15,000gp. Quintus' gp threshold is 12,000gp, so he earns 3,000XP for each month, or 6,000XP total.

On page 147, under Experience from Magical Research, second paragraph, last sentence, ""3000XP for each month" should be "3,000XP for each month".

On page 154 – page 203, the footer at the bottom of every page reads "Vermin". It should read "Monster Listings" or, like the spell section, read the name of the first and last monster on each leaf.

On page 153, the footer seems to read 'AnkheG'. It should read 'Ankheg'.

On page 153, ANKHEG, the Attack entry should read '1 (bite)'

On page 154, ANT, GIANT, the Attack entry should read '1 (bite)'

On page 156, BLACK PUDDING, the Attack entry should read '1 (envelopment)'

On page 160, CYCLOPS, the Attack entry should read '1 (club)'

On page 160, CROCODILE, the Attack entry for all three types should read '1 (bite)'

On page 161, DOG, the Attack entry for both types should read '1 (bite)'

On page 161, DOPPELGANGER, the Attack entry should read '1 (bite)'

On page 166, EFREETI, the Attack entry should read '1 (fist)'

On page 170, GELATINOUS CUBE, the Attack entry should read '1 (envelopment)'

On page 170, GIANT, the Attack entry for each type should read '1 (weapon or rock)' – the bottom three entries are missing this

On page 173, GRAY OOZE, the Attack entry should read '1 (envelopment)'

On page 174, GREEN SLIME, the Attack entry should read '1 (envelopment)'

On page 177, HORSE, the Attack entry for all three types should read '1 or 2 (hooves)'

On page 179, HDYRA, the Attack entry for Hydra should read 'As head number (bites)'

On page 179, INVISIBLE STALKER, the Attack entry should read '1 (fist)'

On page 182, MEDUSA, after the sentence "turns to stone." Add "Any opponent bitten by the medusa's snakes must make a saving throw versus Poison; failure indicates death after 1 turn."

On page 183, MEN, the Damage entry for all types should read '1d8 or weapon +1'

On page 183, MEN, the Damage entry for Berserkers should read '1d12 or weapon +1'

On page 184, MERMEN, the Attack entry should read '1 (weapon)'

On page 185, MUMMY, the Attack entry should read '1 (fist)'

On page 186, NYMPH, Naiad, the Attack entry should read '1 (dagger)'

On page 186, OCHRE JELLY, the Attack entry should read '1 (envelopment)'

On page 189, REMORHAZ, the Attack entry should read '1 (bite)'

On page 191, RUST MONSTER, the Attack entry should read '1 (antenna)'

On page 192, SHADOW, the Attack entry should read '1 (touch)'

On page 193, SKELETON, the Attack entry should read '1 (weapon)'

On page 197, SWARM, the Attack entry for all three types should read '1 (swarm)'

On page 198, TREANT, the Attack entry should read '1 (slam)'

On page 202, WIGHT, the Attack entry should read '1 (touch)'

On page 166, DWARF, damage should be '1d8 or weapon +1'.

On page 168, ELF, damage should be '1d8 or weapon +1'.

On page 170, GHOUL, the HD entry should be marked with an asterisk to account for its paralysis ability. The XP total is correct (i.e. it assumes the asterisk).

On page 170, GIANT, STORM, the Dungeon Enc. entry should read "Solitary (1)" not "Gang (1)".

On page 178, HYDRA, the Treasure Type entry reads "K (8-9 HD) or K (10-12 HD)." This should read "K (8-9 HD) or M (10-12 HD)" as that is the next step up for Incidental treasure types.

On page 182, MASTODON, the Attack entry reads "2d6/2d6/ or 4d8." This should read ""2d6/2d6 or 4d8"

On page 189, REMORHAZ, the XP line should read "2,250 – 4,200" instead of "2,250 – 4,800"; 2,250 is appropriate for a 15 HD creature with two special abilities.

On page 189, ROC, LARGE, the Damage line should read "1d8/1d8/2d10"; the initial 1 is omitted as printed.

On page 193, SNAKE, the description text refers to 'Giant Rattlesnake' twice. This should be replaced with 'Giant Rattler' on both occasions.

On page 193, SKITTERING MAW, the Damage line should read "2d10, poison" for consistency with other entries. It currently says "2d10, Poison", but poison should be lower-case.

On page 193, SNAKE, Giant Python In the stat block, the constriction damage is listed as 2d8. In the descriptive text it's 2d4. The stat block is correct.

On page 196, STATUE, ANIMATED Because all of them have the special ability of being immune to poison, charm, sleep, and hold spells, all their HD entries be marked with an asterisk (and the Iron statue with two asterisks because it also magnetizes weapons) like the skeleton and zombie undead entries are for the same immunities. Following this, the XP totals need revising to: Crystal 65 Stone 350 Iron 190

On page 199, TRICERATOPS, delete the last sentence of the entry ("When distance permits…"). This is redundant with an earlier sentence in the entry.

On page 199, TRICERATOPS, change the phrase "trample an opponent that is smaller or approximately equal in the size of a human." To read "trample an opponent that is man-sized or smaller."

On page 209, Special Treasures table, Roll 1d20 per 1,000 CP subtable, replace "1d3 cord of hardwood log" with "1d3 tenths of a cord of hardwood log".

On page 209, Special Treasures table, Roll 1d20 per 1,000 SP subtable, animal horns should be worth 2gp each, not 20gp each.

On page 226, Sentient Weapon Motivations table, the result for a roll of 1 is blank. It should read "Judge's choice".

On page 217, under Rods, Staffs, and Wands, staffs should have a 2" diameter, not a 2' diameter.

On page 245-247, Wilderness Encounters:
There is an extra (surplus) asterisk next to the 'Cleric' under 'Clear, Grass, Scrub'

'Brigands' in Wilderness Encounters: Men, under Forest should be 'Brigand'.
'Cat, Mt. Lion' should be replaced with 'Cat, Mountain Lion'
'Fly, Giant Carniv.' Should be replaced with 'Fly, Giant Carnivorous'
'Herd Animal (Antelope) in Wilderness Encounters: Animal, under Inhabited *only* should be changed to Herd Animal (Goat)
'Spider, Bl. Widow' should be replaced with 'Spider, Black Widow'

'Acolyte' should be replaced with 'Cleric*'.
'Antelope' should be replaced with 'Herd Animal (Antelope)'.
'Bandit' should be replaced with 'Thief*'.
'Bat Swarm' should be replaced with 'Swarm, Bat'.
'Beetle, Oil' should be replaced with 'Beetle, Giant Bombardier'.
'Boar' should be replaced with 'Boar*'.
'Caecilia' should be replaced with 'Caecilian'.
'Cat, Sabre-Tooth' should be replaced with 'Cat, Sabre-Tooth Tiger'
'Driver Ant' should be replaced with 'Ant, Giant'
'Goat, Wild' should be replaced with 'Herd Animal (Goat)'.
'Horse, Riding' should be replaced with 'Horse, Light'.
'Killer Bee' should be replaced with 'Bee, Killer Giant'.

'Magic-User' should be replaced with 'Mage*'.
'NPC Party**' should be replaced with 'NPC Party*'.
'Rock Baboon' should be replaced with 'Baboon, Rock'
'Shark' should be replaced with 'Shark*'.
'Sheep' should be replaced with 'Herd Animal (Sheep)'.
'Snake, Rattler' should be replaced with 'Snake, Giant Rattler'
'Snake, Spit Cobra' should be replaced with 'Snake, Spitting Cobra'
'Trader' should be replaced with 'Venturer*'.
'Tribesman' should be replaced with 'Barbarian*'.
'Tyrannosaurus' should be replaced with 'Tyrannosaurus Rex'.
'White Ape' should be 'Ape, White'.
'Veteran' should be replaced with 'Fighter*'.

On page 247, under *Wilderness Encounter: Swimmer*, add text beneath the chart that says :
Roll 1d6: 1-2 Bull Shark, 3-4 Mako Shark, 5-6 Great White Shark.

On page 247, under *Wilderness Encounters: Other,* delete the text that says "*Always Black…. 6 White*." Replace it with text reading:
Always Black in Swamp, Blue in Mountains, Brown in Desert, Green in Woods, Red in Barrens, Sea in Oceans/Rivers/Lake. Otherwise roll 1d10: 1 Black, 2 Blue, 3 Brown, 4 Green, 5 Metallic, 6 Red, 7 Sea, 8 White, 9 Wyrm, 10 Judge's Choice.

On page249, Monster Poison table, replace "Giant Crap Spider" with "Giant Crab Spider".

On p. 250, Slaves, replace this chart with below:

	Gp Cost per Slave				
Slave Troop Type	*Man*	*Dwarf*	*Elf*	*Goblin*	*Orc*
Militia (spear)	40	-	-	-	-
Light Infantry (3 javelins, short sword, shield, leather armor)	215	-	315	85	185
Heavy Infantry (spear, sword, shield, banded plate armor)	415	650	800	-	285
Slingers (sling, short sword, shield, leather armor)	185	-	-	85	-
Bowman (short bow, short sword, leather armor)	275	-	650	85	175
Crossbowmen (arbalest, short sword, chainmail)	600	750	-	-	415
Longbowmen (long bow, sword, chainmail)	650	-	1,400	-	-
Light Cavalry (3 javelins, sword, shield, leather armor, light warhorse)	1,150	-	2,150	-	-
Mounted Crossbowman (crossbow, short sword, chainmail, mule)	-	1,575	-	-	-
Horse Archers (composite bow, scimitar, leather armor, light warhorse)	1,700	-	3,200	-	-
Medium Cavalry (lance, sword, shield, lamellar, medium warhorse)	1,800	-	-	-	-
Heavy Cavalry (lance, sword, shield, plate armor, chain barded medium warhorse)	2,500	-	-	-	-
Cataphract Cavalry (composite bow, lance, sword, shield, plate, chain barded medium warhorse)	3,125	-	5,250		
Beast Riders (spear, short sword, shield, leather or scale armor, dire wolf or giant boar)	-	-	-	1,200	-

Index, Intelligence and Languages point to p. 226. This should be p. 17.