Unofficial BECMI Errata 0.2

## BASIC SET

P40 - Magic Missile: duration is "1 turn"

P54 - Ending the adventure, add at the end:

Resting can also restore lost hit points. One full day of rest restores 1 hp. After a full week of rest, the character regains 5 hp for each day thereafter. A full month of rest restores all lost hit points. Characters are assumed to sleep, eat, and drink as necessary while resting.

D16 - Dodging: the bonus is -2, not -1

D25 - Bat

First column is "Normal", second column is "Giant"

D26 - Beetle

The three columns are, in order, "Fire, Oil, Tiger"

D34 - Medusa

Change second sentence in description:

"The sight of a medusa will turn a creature to stone unless the victim makes a Saving Throw vs. Turn to Stone. If a medusa sees her own reflection, she must make a Saving Throw vs. Turn to Stone or she will petrify herself!"

D36 - Rat

Add XP: 2 (Normal Rat), 5 (Giant Rat)

D38 - Sprite

Add Armor Class: 5

D44 - Protection from Undead:

"Specters (or larger)" -> "Specters or Vampires"

Add: "Phantoms, Haunts, or Spirits 1-2"

Add: "Spirits (or larger) 0"

## EXPERT SET

8 - Protection from Evil 10' Radius

Use this text:

This spell makes the recipient (and all others within 10' at the time of the casting) protected by “evil” attacks. Each creature within the barrier gains a + 1 to all Saving Throws resulting from effects produced by non-protected creatures or other environmental hazards., and all attacks against protected creatures made by non-protected creatures are penalized by - 1 to the attacker’s Hit roll while the spell lasts. If a creature moves more than 10' away from the caster, he will lose his protection, and cannot regain it by returning to the area. “Evil” creatures are creatures that want to harm the Cleric. Remember that a Chaotic alignment does not automatically mean Evil, although many Chaotic monsters have evil intentions. In addition, “enchanted” creatures cannot attack those within the barrier hand-to hand. Enchanted creatures can attack with missile or magical attacks however. An “enchanted” creature is any creature that is magically summoned, animated or controlled (as with a charm spell) or can only be hit by a magical weapon. Creatures that can be hit by silver weapons are not enchanted. If anyone within the spell radius attacks an enchanted creature, the spell will no longer prevent the creature from attacking hand-to-hand, but the bonus to Saving Throws and penalty to Hit rolls will still apply.

8 - Create Food

Use this text:

This spell creates enough food to feed 36 men or 12 men and their mounts for one day. For every level of the cleric above 8th, food for 36 additional men or 12 additional men and mounts is created.

## COMPANION SET

P2 - Paths to Immortality, second sentence

"After reaching level 30 or greater, a character can gain Immortality by following one of

four paths:"

P3 - New Armor and Weapon, add at the end:

"Scale mail armor costs 30 gp, and banded mail costs 50 gp."

P22 - Power Word Stun

Duration: 2-12 or 1-6 rounds

## MASTER SET

P15 - Horse Armor

Correct the AC

|  |  |
| --- | --- |
| Barding type | AC |
| Joust | -1 |
| Field | 1 |
| Plate | 2 |
| Banded | 3 |
| Chain | 4 |
| Scale | 5 |
| Leather | 6 |

P19 - Staff

Last Sentence: A staff may be used by all classes except Thieves.

D16 - Animals, Normal and Giant

Add:

Weasel, Giant

D17 - Monsters

Add:

Snow Ape, I 4

Stirge, I 1

Whale, Killer I 9

Whale, Narwhal, I 10

Whale, Sperm I 12

Change:

Dolphin, I 11