

7th Sea Official Errata

Corrections and Clarifications to Official Publications

Throughout the publication of 7th Sea, AEG release several pieces of Errata either clarifying questions about material in sourcebooks or making corrections to the 7th Sea website; these corrections included rule, spelling, and story corrections. This errata has been consolidated for your convenience in alphabetical order by sourcebook. Note that some official Errata has been consolidated within other Nation or Society-specific documents as detailed below.

General Q+A

Weapons and Combat

Q: A Crossbow is a 2k3 weapon. How can that be?

You only Keep the dice you roll. So, under normal circumstances, a crossbow is a 2k2 weapon because you're only rolling 2 dice. However, if you take an Action to aim (Raise), you increase the number of dice you're rolling to 3, which means you Keep 3.

Q: If Footwork can be used at any time, and Parry (for the appropriate weapon) *may* be used when holding that weapon, doesn't that make Parry knacks not very important?

Use Footwork when you have nothing else. On the other hand, if you do have Parry, you can use that instead of Footwork. If you are leaping from a table top to a chandelier, you have to use Leaping; if you're climbing up a rope, you have to use Climbing, etc.

Q: How does a Free Raise work?

A Free Raise adds 5 to your roll. In other words, you roll your dice and add 5 to the result.

Drama Dice

Q: GMs can spend their Drama Dice on activating a Hero's Hubris and improving rolls. What else?

Activating a Villain's Wile.

Q: Every time a player spends a Drama Die, the GM receives gets it. Are there other ways for GM to get them?

Different GMs handle Drama Dice differently. Some consider

that they have a bottomless bowl of Drama Dice, while others use a set amount that they augment with the ones from the players. In most cases, an experienced GM knows how to balance distribution to get the best performance out of the players.

Q: Players receive more Drama Dice when they act Dramatic. Do these come from the GM's Pool?

No. They come from Drama Die Heaven, a place far, far from here.

Sorcery

Q: Using Sorte, can a Fate Witch manipulate the Arcana she perceives? Or is perceiving Arcana the sole function of that Knack?

Perceiving an Arcana is all she can do; however, perceiving Arcana (especially when they are Villain Flaws) is pretty useful.

Avalon

The official errata for Avalon has been consolidated into the resource "Avalon Errata."

Cathay: Jewel of the East

Map of Cathay

The map of Cathay was inadvertently omitted from the book and has been re-published here, see pages 9 and 10.

Q&A

Q: The Fire Wall used to go all the way around Cathay, didn't it? When did that change and why?

There have been hints throughout the books that perhaps the Wall did not go all the way around. From time to time, people have traveled to and from Cathay (Solomon Antones, High Lord Cheung Yang Yue, and of course, Koschei).

In the Crescent Empire sourcebook, trade with Cathay is mentioned in the description of Erivan, so there would have to be at least some opening in the Wall.

Q: What if I want to include the Syrne or the Sidhe in my adventure? Does this mean I can't go to Cathay?

Not at all! We encourage you to customize the game for your players. We did not include them because they did not fit in with the pantheon and the history of the Seven Kingdoms. If, however, you decide to include the Syrne, etc. and you need a "safe haven," the mountains of Khimal would be the logical setting. If you want to have Syrne ruins, you might consider heading south to Tashil.

Q: Why didn't you include anything about L5R? Doesn't AEG publish that too? Can I mix the two?

Yes, AEG publishes both, but as noted in the Introduction the Cathay book, there's a true Fire Wall between them which is not going to come down. This does not mean that you can't combine the settings; it just means that the two worlds exist separate from each other officially.

Rule Corrections

Jiu Jie Bien (Weapon)

For R&K: Use Chain Skill (3k2)

Damage correction for d20™: Requires Exotic Weapons Proficiency. Damage 1d6 +2; 19-20 (x2 Critical), Bludgeoning and Piercing; range of 10 ft.

Sayari Razak Magic

Pg. 59: Delete "Blood Mark" and "Burning Blood"

Bibliography

The official errata for Cathay included a bibliography that was omitted from the original sourcebook. It is included at the end of this eBook in order to separate it from game-specific errata on page 6.

Crescent Empire

See resource "Duman'kir Sorcery (d20)."

Heroes, Villains and Monsters

See resource "Nacht Sorcery (d20)."

Knights and Musketeers

General

Note: Correct spelling: Nicklaus Trägue (throughout)

Chapter Two: All For One

Freiburg: Die Wachthunde (The Watchdogs) [pg. 52]

Eisenfürst: Logan Gottschalk Sieger. Logan is the son of Erich Sieger. He inherited the city of Freiburg per the terms of Nicklaus Trägue's will. Trägue befriended the young man, asked him to scribe the now-famous treatise on the existence of Theus, and then flung himself from the top of the Wachturm.

Kelby Loring disappeared shortly after the collapse of the Wachturm (most people assumed that he died) and Hannah Stein assumed his role shortly thereafter. However, recently some citizens have spoken of a mysterious figure that prowls the streets at night, punishing the wicked with a pair of strong panzerhands....

While Logan has only been Prince for a few months, he has done much to preserve Trägue's legacy. Freiburg has always been known as a hideout for criminals, vagrants, and men of poor reputation. Prince Logan is slowly working to extend the freedom of his city to other persecuted members of society including scientists, sorcerers, and fleeing Montaigne nobility.

Note: Wachthunde (Watchdogs) is the name for one of the roving bands of guardsmen in Freiburg. Many citizens regard them as the same, much as people refer to both county sheriffs and city police as "cops." The proper plural is Wachthunde. The duties of the Wachthunde are the same as the Iron Guard. Players can serve as part of the standing Freiburg guards OR as one of the other bands protecting the citizens of Freiburg. Generally, other bands of the Wachthunde put their patrons above everything else.

The Freiburg Guardsmen are the "official" guard of Logan Sieger. However, many of the other Wachthunde bands follow the same rules, since they want to keep a good reputation and get paid.

Unit Leader

Hannah Stein, who is not much older than her new Prince, comes from a small farm on the outskirts of Sieger's lands. Her father was killed in the War of the Cross. At the tender age of fourteen, she and her mother were forced to defend their farm against marauding Eisen soldiers. Her mother managed to kill one and pass his panzerhand to Hannah before falling victim to the dead man's comrades. The girl fled the farm with the clothes on her back and an iron fist.

While she was relatively unskilled as a fighter, she had no intention of letting herself be treated softly just because she was a girl. She bounced around from job to job until she signed on to *The Tempered Steel*, a Castillian merchant ship out of Avila. There she learned how to use her iron fist by fending off the advances of the sailors on board who quickly developed a grudging respect for the Eisen girl's tough demeanor and obvious ability to defend herself. Eventually, Hannah became the ship's bosun. When the captain retired and the crew disbanded, she found herself once again on the shores of her native Eisen.

Hannah has a certain tomboy charm about her. She is not afraid to challenge someone who is bigger or louder. She does not take compliments or flattery at all well, and tends to beat such behavior out of anyone who tries. While there are other guards in Freiburg, Hannah and her "boys" specifically keep an eye out for the wellbeing of young Prince Logan.

Duties

Enforce the law in Freiburg: The city prides itself on being free from overbearing government intervention. Freiburg extends to the edge of where Trägue could see from the top of his tower and each Guard is given free rein to enforce his or her personal ethics in pursuit of duty, which can create problems between units and certainly among the citizenry.

Obey the Prince's orders: Logan does not really give orders, per se. His second-in-command, Wilma Probst, does have errands to be run and debtors who must be tracked down for payments. While she does not have direct command of the Wachthunde, most guards defer to her when she asks them to do something for her. After all, she is the one who insures that everyone gets paid on time.

Act as a bodyguard for private citizens: Since there are no taxes in Freiburg, the city must find other ways to

generate revenue. One method is to hire the Wachthunde as bodyguards and couriers for wealthy Freiburg citizens. While some may find this practice distasteful and mercenary, the Guards make good money.

Uniform

Black uniforms with crisp white or silver trim. Many Guards wear a panzerhand on both hands. They all study the Loring Swordsman School

For information on the d20 version, see Swashbuckling Adventures, pg. 86 and 90; Knights & Musketeers, Character Templates (pg. 92)

Los Vagos

New Advantage

Friend of the People (2 point advantage) (7th Sea™)

Select a geographical area, such as a rancho in Castille, a province in Montaigne or even one of the Norvik Isles. You have a reputation as someone who helps those in danger or need, and are beloved by the common people of that area. You receive a free Raise on all social uses of Knacks among the common people. Additionally, the people of the area will do their best to provide food and board for you while you are there. Enemies of those people view you as a threat, however, and all social rolls against them have their TNs increased by 5.

Friend of the People (d20™)

Requisites: Cha 13+, Good alignment.

Benefit: Select a geographical area of province-size or less. You receive a +2 circumstance bonus on all Charisma-based checks against the populace of that area, and a similar penalty on Charisma-based checks against enemies of those people.

Player's Guide

Crippled (Exploding Dice)

Player's Guide™, 1st ed., pgs. 30 and 195; 2nd ed. pgs. 20-21 and 189; Compendium™, pg. 5:

When Dramatic Wounds = Resolve (Crippled), only your Drama Dice Explode. For all other rolls, including Wound

Checks and Firearms damage, the dice DO NOT Explode. Initiative Rolls, which do not Explode in any case, are played as normal despite Wound Status. You are, of course, free to modify that to suit your campaign and gaming style.

Q: There is a contradiction on the cost of Advantage: Castillian Education. Is it 3 (1 for Castillian) or 4 (2 for Castillian)?

University (4 Points; 2 Points for Castillian Heroes) (pg. 166, 1st ed.) is correct.

Q: In the Character Creation section Advantage: Full-blooded Sorcerer costs 40 pts but in the sorcery section it costs 50. Which is correct?

40 pts is correct.

Q: Why is the Linguist Advantage so inexpensive?

The Linguist Advantage (Player's Guide™, pg. 125 1st ed.) is inexpensive because it's very frustrating to have a bunch of heroes who cannot talk to each other. On the other hand, it is unrealistic to say that language does not matter. Having said these, if you wish to charge more for the Linguist advantage, feel free to do so and if you wish to do away with it altogether, that is certainly within your purview as the GM.

Rapier's Edge

Introduction: Walking the Rapier's Edge

Walking the Rapier's Edge, pg. 4, col. 1, final section

Should be "Given directly to Ernesto. I hope it will be in Don Andres' hands soon." (Note: "Rosario" is the proper spelling for a female name.)

Chapter One: Live Action Role-playing

The LARP system published in this book is the work of three veteran 7th Sea GMs (Dave Reeves, Jim Silverstein, and Patrick Parrish) and is intended for use at any 7th Sea LARP for which a system does not already exist or as a well-tested way to modify an existing system.

Pg. 5, col. 2, para 2

Should be: "It only takes one would-be hero to cause an accident and harm someone... as well as lose access to that site for the group and others like it."

Pg. 5, col. 1, para 3

Should be: "If soft weapons are permitted, these can be used – while not particularly authentic, they give players the thrill of "nerfing" their opponent and watching them drop to the ground."

Pg. 6, col. 1, Resolving Actions, opening para

Should be: "A live setting does not provide a convenient location for rolling dice [delete the before "rolling"]..."

Chapter Two: Full Adventures/Fischler's Rescue

Table 2:2 - Taverns in Seeufer

Incorrect (Current)	Correct
Der Schwen und die Pfeife (The Pig 'n' Whistle)	Das Schwein und die Pfeife
Der Trinkenplatz (The Drinking Place)	Der Trinkplatz
Der Grun Draken (The Green Dragon)	Der grüne Drache
Hansel's Schwester (Hansel's Sister)	Hänsel's Schwester
Der Plaudernplatz (The Schmoozing Place)	Der Plauderplatz
Der Holzfäller (The Lumberjack)	Der Hölzfaller

Pg. 78, Col. 2, Bertholt Schafer

Should be "Bertholt Schäfer" (note the umlaut).

Chapter Two: Full Adventures/Monsters and NPCs

Pg. 82, Col. 1 (and throughout the book)

"Trollen" should be Troll.

Pg. 82, Col. 2 (and throughout the book)

Konig Teuflish should be König Teuflich meaning "Devilish King." "Teufleisch" is incorrect.

Pg. 85, Col. 2

Hultreich Kauffhochst should be Kauffhöchst meaning "highest" (as opposed to "höch" which means "high.")

Pg. 86

Hirte-Fledermaus should be Hirten-Fledermaus.

Chapter Three: Plot Seeds and Adventure Hooks/Eisen

Pg. 115, Col. 1

Gauz der Schacher should be Schlächter (meaning “slaughterer”).

Pg. 116, Col. 2

wasserkampf should be Wasserkampf and “the Mörderbunde” should be die Mörderbande.

Apologies to our German players, and thanks to Lars Brößler for the corrections.

Credits

Writing

Jennifer Baughman and Mark Carroll

“Walking the Rapier’s Edge”

Vicki Kirchhoff-Martin

“The Tower of Faith”

Dana DeVries, based on a story idea by Les Simpson, with additional material by Andrew Peregrine

“Four & Twenty Blackbirds”

Dana DeVries

“Fischler’s Rescue”

Bill Labarge and Patrick Parrish

“La Danza de Puerto Grande”

Dana DeVries

“Giovanni Villanova’s Ball”

Dave Reeves and Jim Silverstein (including LARP Rules)

Almanac 1675

Nancy Berman and Rob Vaux

Statistics

Patrick Parrish

Ships and Sea Battles

Chapter One: The Ship (pgs. 5-12)

Some crews have two numbers to reflect the differences between a merchant crew and a privateer/pirate crew. Crew numbers (which refer to individuals) are the same for both 7th Sea™ and d20™. GMs should feel free to break the crew down to logical brute squads.

- Brig: 25 for merchant/80 for privateer
- Castillian Galleon: 150 merchant
- Corsair Slave Galley: 210 (or however many the Corsairs force aboard)
- Corvette: 120 merchant
- Frigate: 150 merchant
- Lugger: 20 for merchant/75 for privateer
- Merchant Caravel: 60 merchant
- Sharpie Ketch: 10 merchant
- Topsail Schooner :20 merchant/75 privateer
- Vendel Carrack: 60 merchant
- Vestenmannavnjar Longboat: 60 merchant

Chapter Two: The Shore (pg. 31-32)

Perishables

Spoilage information is provided for perishable loads. After a week at sea, roll one d10. After each additional week, roll an additional die. If the result of any die is a 10, roll the die again and add 10 to the result.

Example: After three weeks at sea, the captain of the ship carrying salted beef must check spoilage on the cargo. He rolls 3d10 and gets 4 5 10. He re-rolls 10 and gets a 6, so the total of the dice is 25 (4+5+10+6). Since salted beef’s spoilage value is 50, the cargo is fine. However, the following week, the captain will need to roll 4d10. He should probably get to port soon.

- Wheat: Spoilage value: 25.

Appendix: Ships and Cargo (pg. 84)

Middle chart

“Exoric” should be “Exotic”

Sidhe Book of Nightmares

The Unseelie Q&A

Q: Do the Unforgiven Unseelie maintain their full-blooded Glamour? If so, are they still considered “Sidhe,” just of a dark and malevolent (Unseelie) variety?

This is entirely up to the GM and should be determined by the nature of adventure and the ability of the characters to deal with such unpredictable magic. The Unseelie regard themselves as Sidhe; the real Sidhe regard them as mortal or worse.

Q: If the Unseelie are still considered “Sidhe,” might they not set up a nasty little “Court” in mockery of their former existence?”

Certainly. This is mentioned in the Avalon™ sourcebook and as always, such devices are always subject to the whim and needs of the GM.

Q: Is Queen Maab the “ruler” of the Unseelie Court, or is there no Unseelie Court because the Unseelie are cast out of the Realm of the Fey?

Maab believes that she is Queen of the Unseelie. Every Unseelie who gathers a group of other Unseelie around him/her thinks that he/she is the King/Queen of the Unseelie. It’s like Autolycus in “Hercules” and “Xena” believing that he is King of Thieves. Basically, as noted above, there is a formal Unseelie Court if the GM needs one and there are warring Unseelie Courts if the GM needs them. The less the Seelie have to do with the Unseelie the happier they are, insofar as a Sidhe can be happy.

Strongholds and Hideouts

Argento Villanova – 7th Sea™

Pg. 36: Ignore Advantages: Grand Master (Villanova).

Argento is a Master of the Villanova school only.

Swashbuckling Adventures

Errata for *Swashbuckling Adventures* has been consolidated in another resource; see “Swashbuckling Adventures Errata.”

Vendel/Vesten

The official errata included a set of the Vestenmannavnjar Laerdom runes, see resource “Vestenmannavnjar Laerdom Runes.”

Vodacce

Q: What are the names and ages of Prince Lucani’s four daughters?

Astra (age 14 as of 1670), Angelina (12), Albra (10), and Alatielle (8)

Appendix

Cathay: Jewel of the East Bibliography

A number of role-playing games have been published over the years offering versions of medieval and/or mythical China. While some duplication is inevitable, we have attempted to create a sourcebook that presents a unique view of this incredibly part of the world while remaining faithful to the “look and feel” of 7th Sea™. Trying to sort through the available material on China and its neighboring countries is a task that could take a lifetime. Sadly, we didn’t have quite that much time. Should you wish to do more research to augment your campaigns, here are is a partial list of texts that we consulted during the production of this sourcebook:

Chen, Helen. *Chinese Home Cooking*. Hearst Books, New York. 1994.

Chen, Matthew Y. Tone Sandhi: *Patterns Across Chinese Dialects*. Cambridge University Press, Cambridge, UK. 2000.

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Credits

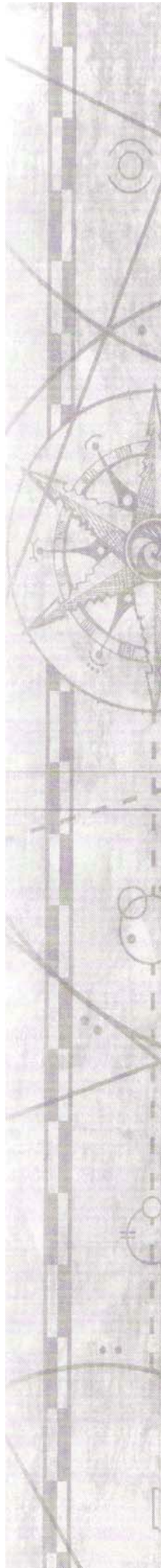
Line Development

Mark Stanton Woodward

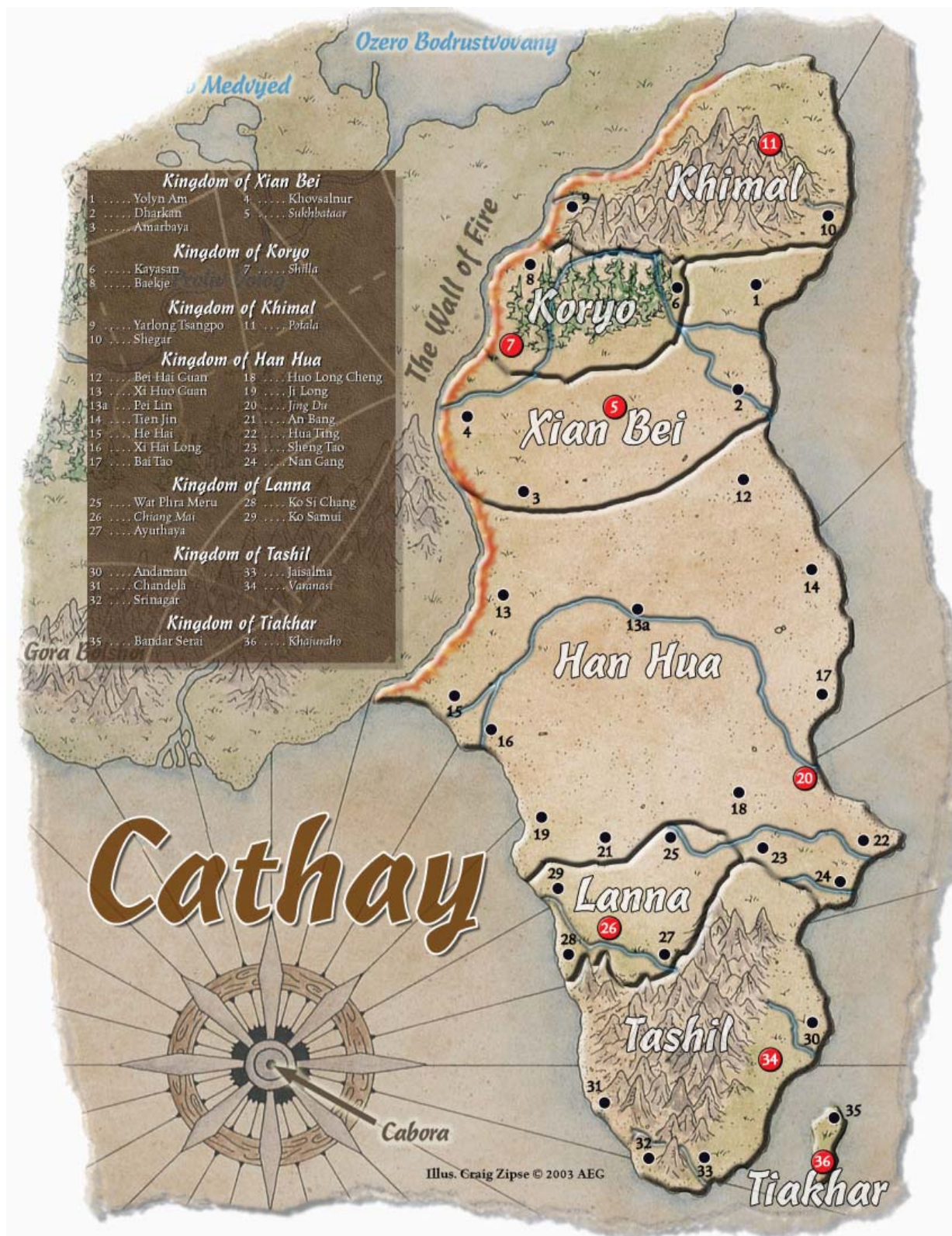
7th Sea System Creation

John Wick, Jennifer Wick, and Kevin Wilson

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Map of Cathay





Ozero Bodrustvovany

Medvjed

Kingdom of Xian Bei

- | | |
|----------------------|------------------------|
| 1 Yolyn Am | 4 Khovsalnur |
| 2 Dharkan | 5 Sukhbataar |
| 3 Amarbaya | |

Kingdom of Koryo

- | | |
|---------------------|--------------------|
| 6 Kayasan | 7 Shilla |
| 8 Baekje | |

Kingdom of Khimal

- | | |
|-----------------------------|---------------------|
| 9 Yarlong Tsangpo | 11 Potala |
| 10 Shegar | |

Kingdom of Han Hua

- | | |
|---------------------------|-----------------------------|
| 12 Bei Hai Guan | 18 Huo Long Cheng |
| 13 Xi Huo Guan | 19 Ji Long |
| 13a Pei Lin | 20 Jing Du |
| 14 Tien Jin | 21 An Bang |
| 15 He Hai | 22 Hua Ting |
| 16 Xi Hai Long | 23 Sheng Tao |
| 17 Bai Tao | 24 Nan Gang |

Kingdom of Lanna

- | | |
|----------------------------|--------------------------|
| 25 Wat Phra Meru | 28 Ko Si Chang |
| 26 Chiang Mai | 29 Ko Samui |
| 27 Ayuthaya | |

Kingdom of Tashil

- | | |
|-----------------------|-----------------------|
| 30 Andaman | 33 Jaisalma |
| 31 Chandela | 34 Varanasi |
| 32 Srinagar | |

Kingdom of Tiakhar

- | | |
|---------------------------|------------------------|
| 35 Bandar Serai | 36 Khajuraho |
|---------------------------|------------------------|

Cathay

Cabora

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Tiakhar