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Errata for King Arthur Pendragon, 5th ed.



Several errors have been found, or changes to the rules have been made, since the game was released. Here are those discovered so far.



Inside
front
cover,

Lancelot's Arms

The arms for Sir Lancelot are wrong. The colors are reversed. It ought to be three red stripes as on the left. This is entirely my fault, and has been carried forward through several editions with this error! See also [the Main Heraldry Page](#)

Page 6, Carr

On page 6, Phyllis Ann Karr's name is spelled "Phyllis Ann Carr".

Page 10, 11, High King Uther

References to Uther label him as High King. This is incorrect, for he is only King of Logres. He is striving to become High King.

Page 43

Last paragraph of the page, strike "(see Magical Virtues" in Chapter 4)" and replace it with "(Appendix 1, p. 167 "In the Future")."

Page 45, Briton

Under the entry for 439, first paragraph, replace Briton with Britain.

Page 46 (year 440 of the family history)

It says it is possible to gain a Passion of Mistrust (Silchester Knights). This should be a Directed Trait of Suspicious (Silchester Knights)?

Page 47, Year 454

The Battle of Chalons took place in 451, not 454. Change this to be 451.

Page 47, Years 451-453

Change this to be Years 452-454.

Page 56, Lady Elaine's Glory

The glory for Lady Elaine is too little. Since she had married a knight she should have 1,258 Glory, since she'd have acquire his Glory upon marriage.

Page 60.

Under Warminster it states, "The cathedral of the Bishop of Silchester is located here." This is incorrect and the sentence should be struck.

Page 61

Under Your Manor it states, "An illustration showing a typical manor is presented nearby." This is incorrect and the sentence should be struck.

Page 82, Courtesy

The entry is correct, but it is worthwhile to repeat that the skill of Courtesy indicates knowledge of all matters of the Court, not just good manners (as it has come to mean today).

Page 82. Faerie Lore.

It states in paragraph "expressed by the starting skill value of 2." It should say "expressed by the starting skill value of 1 (for knights) and 3 (for ladies)."

Page 84, Folklore

The entry is correct, but it is worthwhile to repeat that the skill of Folklore indicates knowledge of all matters of the Third Estate (the folk, or commoners), not just stories, legends, herbals etc. (as it has come to mean today).

Page 88, Religion

The entry is correct, but it is worthwhile to repeat that the skill of Religion indicates knowledge of all matters of the First Estate (the Church), not just religious practices and beliefs. It includes Canon Law as well as doctrine.

Page 89, Stewardship

Stewardship is listed as a non-knightly skill. This is incorrect. It is a knightly skill.

Page 89, Axe

Axe skill has changed to better reflect its effect. Strike the sentence, "It deals an additional 1d6 damage against any combatant using a shield." Add, "Defenders using a shield against an Axe get 1d6 protection from it, not the usual 6 points."

Pages 90, 118, Grapple

Strike this entire section, and replace it with the text here.

Grapple is a Maneuver, not a skill. This is simplified from the rule book.

Characters in Arthurian literature often throw down their weapons and grapple an opponent in dramatic fashion. This maneuver simulates such tactics.

Grapple is normally used in armed combat, either when every other weapon is broken, or when

stalemate has set in between two knights with excellent weapon skills, and neither can easily hurt the other. Grappling is a risky but viable option in such instances.

Armor has no effect on the skill. If both opponents are mounted there is no effect. If the grappler is mounted and his foe afoot, the grappler has no modifier for being mounted since it's difficult to bend over and grab. Furthermore, the foot man does not have a -5 modifier, since the grappler is bending down. If the grappler is afoot and the foe mounted, then the normal +5/-5 modifiers apply. The Grappler uses his DEX skill in an opposed resolution. The character attempting a grapple must drop weapon and shield, then grab his opponent and immobilize him. This is dangerous, but the reward for success may be a quick finish to a fight.

A winning Grapple indicates that the grappler has seized and immobilized his opponent. Imagine he's got his arms wrapped around the victim, or is holding both his wrists. This occurs whether the opponent is using a weapon skill or also using Grapple. A partial success does the loser no good. If the grappler loses the resolution against an opponent using a weapon, he is hit normally. Ties indicate stalemate, even if the opponent is using a sword; go on to the next round. This is an exception to the rule that a sword breaks any other weapon on a tied roll. A fumbled Grapple indicates the would-be grappler falls down, and off his horse if mounted, taking normal falling damage. With grappling success, if the grappler is horsed, assume that the victim has been pulled from his own horse and is being held tight. If both are on foot, the victim is held tight.

On the following round the grappler can keep the victim immobilized, or to throw him to the ground. No roll is needed to throw the victim to the ground. The victim cannot resist, and takes 1d6 damage from the fall and is sprawled on the ground. As usual, armor does not protect against this type of damage. If thrown from horseback, he also takes the normal 1d6 for the height of the fall for a total of 2d6.

To simply hold the struggling victim requires an opposed STR vs. STR contest, but with reflexive modifiers of +10/-10 for grappler and opponent. Success for the victim indicates he breaks the hold. If the grappler wins and also has a critical success, then he also pulls the helmet off the victim.

A dagger is the only weapon that can be used by a grappled person. He must have been armed with it before being grappled. The grappler continues to use his STR. The reflexive modifiers apply.

Addition: Unhelmeted

Since Grappling might unhelm a knight, this rule has been added.

Total armor protection for a suit is given, such as 10 points for the chain mail hauberk in the early Periods. It is possible that a knight may go into combat without a helmet, or lose it for some

reason.

In such cases, assume that the value of the helmet is equal to one quarter of the total value of the armor, rounded in favor of the victim. Thus for 10 point armor, if unhelmeted the armor is $(10) \times 75\% = 7.5 = 8$; for Partial Plate, $12 \times 75\% = 8$, and so on.

Page 90, Great Axe

Great Axe skill has changed to better reflect its effect.

Strike, "and an additional 1d6 damage against any combatant using a shield."

Add, "and defenders using a shield against an Axe get 1d6 protection from it, not the usual 6 points."

Page 105, Maximum Landholding glory

Under Passive Glory, landholdings: add "The maximum land Glory a knight may obtain from his landholdings is 100 points per year."

Page 108, Superlative childbirth

Under Effects of Maintenance, Superlative: strike "and a +3 modifier to on the Childbirth Table."

Page 109, Stable rolls

Note that a vassal knight owns a herd of horses whose function is to provide him with replacement horses, including chargers, when he needs them. Likewise, a household knight's lord does the same. Thus this roll is needed only for special horses, such as one that is larger than a charger, is imported, is a special color, or is special in any other way to make it unusual or unique.

Page 111, Glory bonus

Strike the sentence, "Only two restrictions apply to this increase: No character may increase his attributes beyond their racial maximum, and no character past the age of 21 can increase his SIZ stat."

In BoK&L, racial maximums are eliminated.

The Pot Belly in Pendragon

Also, in response to several comments from players that certainly *they* have gotten bigger since age 21! Furthermore, having seen many sets of armor that were shaped to their owners I can attest that pot bellies were pretty popular with the armored crowd. So maybe we want to say that each point of SIZ is simply a SIZ of fat, and subtracts a point from APP.

Page 117, Unburdened

I've been asked about this so many times, wherein players attempt to exploit it beyond its intention, that I suggest just eliminating the entire 2-paragraph section. There is no bonus for going without armor. If the GM must do something, then give a penalty to wear armor if not trained for it.

Page 118, Grappling

Strike this, and see the changes above, on page

90.

See also [here, "Maneuvers"](#).

Page 118, Brawling

This maneuver is simplified from the rule book.

See also [here, "Maneuvers"](#).

Brawling is an unknightly manner of fighting. Occasionally during a session a character will hit another with his fist, a chair, or whatever is handy. There is no special skill defined for such attacks, nor are characters trained in such unmilitary forms of combat. This uncouth kind of violence is more appropriate to commoners than members of the nobility. Note that if a character pulls out his dagger, the situation is no longer a casual brawl but deadly serious combat.

Brawling is different from Grapple in that Brawling attempts to do damage rather than throwing a foe to the ground.

DEX is used using opposed resolution. A critical success with this DEX roll does double damage as always, while a fumble indicates that the brawler fell down clumsily.

Modifiers should be added for drunkenness (DEX x ½), bad footing, encumbrance, and so forth. The gamemaster should decide what modifiers are appropriate, depending on what the character is attempting; for example, hitting an enemy from behind would gain a +5 modifier to DEX/2, just as with a weapon skill.

Damage for fists, kicks, etc. is equal to one half of dagger damage, with 1d6 being the lowest possible brawling damage.

Brawling damage from casual weapons (chairs, candlesticks, rocks, beef bones, etc.) must be determined by the gamemaster, but should never be more than the character's damage with a dagger (normal Damage statistic minus 1d6). Glory should rarely be gained from brawling only if no alternative form of combat was possible. Should the gamemaster wish it, engaging in a serious brawl might lose a knight 1 Honor point, and more particularly if the results are disgraceful. If the experience was unavoidable the shame may not be so great. See the "Ideals and Passions" chapter for more information on Honor.

Page 119, Multiple Opponents

Add, "Mounted combatants who divide their attack against multiple opponents on foot should divide their base skill, and add 5 to each attack."

Three times it mentions that striking multiple opponents only allows damage to one. This is incorrect. It was an erroneous editorial insertion. Every hit does full damage against multiple opponents. See also "[Multiple Damage](#)" [here](#), and [here, "Maneuvers"](#).

Page 122, Lance Attack

Strike the phrase "wielding a great spear or another character..." That is, a Lance charge does get the bonus against a Greatspear.

Page 134, Care (my commoners)

If using the Complete Landholding Rules in the Pendragon Book of the Manor, all vassal knights get the Passion of Care (my commoners) at a starting value of 2d6.

Page 134, Loyal to Vassals

If using the Complete Landholding Rules in the Pendragon Book of the Manor, Liege Lords with knight vassals of their own get the Passion of Loyal to Vassals at a starting value of 2d6+7.

Page 156, Denarius

Under Understanding Wealth, a Denarius is worth 1/12 s., or shilling.

Page 201, At the Crossroads

This solo is one for the future, not the reign of King Uther.

Page 202, The Lover's Solo

This solo is one for the future, not the reign of King Uther.

Page 212

Under B. Rout, in the table for Stand: strike the sentence "Enemy units from the Battle Enemy Table have +1d6 men."

Page 215, Battle enemy—Saxons

All the Saxons should be armed with Axes, not swords.

Page 15

Berserkers should be armed with Greataxe, not Sword; and thus, of course, they have no shield. At the bottom of the table, under Berserkers, strike "They are leaders, and all their unit members are heorthgeneats.

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