

The Masks of Pavis

Errata for 'Pavis and Big Rubble Companion': Vol. 2

Page 3: At the end of the 'Working Guide to the Contents of Vol. 3' is an entry that was intended for the end of the Contents list for this Volume. The *Cradle Wars* piece is already complete.

Page 4: The picture of the guard shows him in full ceremonial dress, not in duty uniform.

Page 5: The phrases in italics, noted in 'Acknowledgements', unfortunately lost their italics in layout.

Page 12: 'mehu mehu' should be Pavic Runes, and the last words missing from this box should be "...City Armed Escorts."

Page 20: Mercario is also of course an optional deity for Musicians.

Page 23: Farmers should be listed as worshipping 'Yelmalio (Erokos)', Scholars - 'Yelmalio (Palishon [or Wisbech if you have the old version of the pdf file])', and Templars - Yelmalio (Narokoris)'.

Page 24: Kuschile's "Horse Friend" affinity is an old idea from the 'work in progress' that should have been deleted. Simply cross it out. Togtuvei's disadvantage about librarianship is an error from the 'work in progress' and should have been deleted. Leaders of Sun County worship Arinsor Clearmind - it is largely the Priesthood who follow Monrogh. Yelmalio is already being revised. It seems quite possible that whilst the broad details will remain the same, the following changes will occur: the Grain affinity will go back to Yelmalio himself; the Narokoris secret will be reinstated as the main Yelmalio secret; all the Hero affinities will be reduced to 2 or 3 feats; and all the Secrets worth keeping will become HeroQuest powers or ceremonial benefits.

Page 29: The Black Fang subtitle should be in more prominent font.

Page 32: The carefully thought out campaign outline I devised is not in the 'zine. Instead the original rough draft is there.

Page 34: Fleeter's details here are unfortunately an old version from way back. The revised version was sent to layout but disappeared. The Daughters will be covered more extensively in Vol 3. For now just change the name of his second affinity from 'Diplomacy' to "Civic Authority".

Page 44: Gedge in HW is a Devotee of Ormalaya. Delete the Initiate info in his keywords.

Page 81: The standard zebra warrior should also have the 'Warrior of the Sun' affinity at 10w.

Page 88: Cleome's 'Banditry' affinity should be 10w.

Page 126: Care must be taken when using the HW damage tables, since some are from the perspective of the attacker, and some from the perspective of the defender.

Page 127: Sample Dwarvish Trooper should be 'Strong 15' (not Strong 5)

Page 129: Sidebar comment is irrelevant.

Further bonus articles are available at: <http://www.Tradetalk.de/english/ybot3ov.html>