

ED3 Errata

Official Errata and Typos for the Earthdawn Third Edition™ Roleplaying Game

We survived the Scourge unscathed. Or so we thought...

—Lo'Quaan, T'skrang Swordmaster

PLAYER'S GUIDE [MGP6141]

ERRATA

p.17, The Passions: Final paragraph of section indicates "For more information on Passions and Questors, refer to the **Gamemaster's Companion**." This information is actually located in the **Player's Companion**.

p.51, Flourish: The ability should read: "Taking 2 Strain, the adept swings his weapon outward in as wide an arc as possible. He then makes a Charisma Test against his opponent's Social Defense as a Simple Action. If successful, the opponent cannot engage the adept in unarmed combat until the end of the round."

p.61, Anticipate Blow: replace the second paragraph with: "After one or more successful Anticipate Blow Tests, the adept may announce a Reserved Action (p.217) to interrupt the close or ranged attack of an opponent Anticipate Blow was successfully used against with a counter-attack. When doing so, he does not add +2 to the Difficulty Number for close or ranged attacks against that opponent (but still adds it to other Difficulty Numbers). Instead, he adds his Anticipate Blow Rank as a bonus to the first close or ranged Attack Test made against the opponent that round. Anticipate Blow does not convey any additional attacks—the attacks used on the counterattack must be saved up."

p.65, Disarm: replace the talent description with: "The adept uses a combination of feints and superior technique to knock an opponent's weapon from his hand. He makes a Disarm Test as an Attack Test in close combat. If the opponent is wielding a two-handed weapon, the adept requires a Result Level on higher to succeed (normally a Good Result). If successful, the opponent's weapon is sent spinning from the wielder's hand. Disarm attacks never cause damage, although a Damage Test is made. The Test Result is the distance in feet the weapon is sent flying; the adept

chooses the direction. Disarm cannot be used against shields or weapons that are part of the target's body, such as claws. Using Disarm while unarmed may require touching the target, at the gamemaster's discretion."

p.72, Great Leap: Replace the first sentence with: "The adept jumps a part or all of his Movement Rate. He makes a Great Leap Test to determine how many hexes he may jump, freely distributed towards horizontal and vertical movement. The distances covered reduce his regular Movement Rate, although the adept may choose to make shorter jumps than the Test result allows."

p.83, Temper Self: Insert the following sentence after "for one day": "Even if the adept falls unconscious, the talent remains in effect."

p.83, Temper Other: Insert the following sentence after "for one day": "Even if the adept falls unconscious, the talent remains in effect."

p.96, Etiquette: "lasts for a number of hours equal to the character's Conversation Rank" -> "lasts for a number of hours equal to the character's Etiquette Rank"

p.99, Mimic Voice: The Step should be "Rank + CHA" as for the talent.

p.164, Displace Self: Remove the following sentence from the spell description: "The spell only avoids physical attacks which occur after the magician has acted that round."

p.217, Movement: Replace the entire entry with the following: "Once per round, you may spend a Simple Action to move a number of hexes up to your Movement Rate. You can use the Running combat option (p.225) to move faster, and some abilities allow alternate forms of movement such as flying or jumping. Distances moved via such alternative means are deducted from your maximum allowed movement. A character's Movement Rate may be reduced by the environment or by abilities used against him. See Impaired

Movement, p.228, for more information. A reduced Movement Rate also affects alternative means of movement that are based off of it."

p.266, Healing Aid Table: All healing aids on this table should be Weight 1. The Cure Disease Potion should be Cost 40 and Availability Unusual.

p.275, Enchantment Cost Table: Add the following entries to the table for the Spell Matrix Objects presented on p.280: Matrix Object, Armored; Cost 8,000; Availability Very Rare — Matrix Object, Enhanced; Cost 4,000; Availability Very Rare — Matrix Object, Shared; Cost 14,000; Availability Very Rare — Matrix Object, Spell; Cost 2,000; Availability Rare

TYPOS

p.57, Main text, 3rd paragraph: "The individual Disciplines chapters list ..." --> "The Disciplines chapter lists ..."

p.68, Enhanced Matrix: "p. 129" -> "p. 134"

p.74, Karma Ritual: Remove the first (italicized) sentence.

p.75, Long Shot: (see Ranged Combat, p.412) -> (see Ranged Combat, p.230)

p.75, Long Shot: Long Shot refers to Ranged Combat p.412. It should be p.227.

p.79, Silent Walk (Talent): including footSteps -> including footsteps

p.111, Patterns in Astral Space: "the pattern of a Chilling Circle spell [...] radiates out 5 yards from the magician ..." -> "the pattern of a Chilling Circle spell [...] radiates out 2 yards from the

magician ..."

p.133, Make Spellcasting Test: "The Spellcasting talent or skill is used to cast spells." -> "The Spellcasting talent is used to cast spells."

p.144, Fifth Circle: Incessant Talking (p.187) -> Incessant Talking (p.178)

p.157, Chilling Circle: Replace the "Area of Effect:" entry with "2-yard (1-hex) radius circle from center". Replace the last sentence of the spell description with "If successful, characters take Step 4/D6 damage each round they remain within the circle."

p.224, Damage to Weapons and Armor: Replace the page references with the following pages, in order: 222, 225, 253, 256, 15.

p.248, Races and Weight/Currency: The part of "Races and Weight" after the bullet points (starting with "Though people still barter") misses a "Currency" header, and a reference to the Currency sidebar on the next page.

p.251, Melee Weapons Table: The Weight of the dwarf sword is 4, not 2.

p.277, Consumables Item: "They can be based on magic items such as potions of blood charms..." -> "They can be based on magic items such as potions or blood charms"

p.280, Spell Matrix Object: The Legend Point Cost entry should read as follows: "Legend Point Cost (by Matrix Type*); ^{Sp} Novice; ^{En} Journeyman; ^{Ar} Warden; ^{Sh} Master"

p.293, Sample Characters: The Attribute listings have been reordered to DEX/STR/TOU, PER/WIL/CHA.

GAMEMASTER'S GUIDE [MGP6142]

ERRATA

p.142, Three-Axe: The Damage Step of the weapon should be 12 at Thread Rank One, 13 at Thread Rank Two, and 14 at Thread Rank Four.

TYPOS

p.10, main text, right column, 2nd par: "...founds the provincial capital of Parlainth in the northwest corner of the land." --> "founds the provincial capital of Parlainth in the northeast corner of the land."

p.120, Animal Training: "bothering the character sfor food, affection, and attention" -> "bothering the character for food, affection, and attention"

p.134, Crystal Spell Box: Thread Rank Seven Deed -> Key Knowledge

p.142, Three-Axe: Rank 5 Effect: "In a round in qhich" -> "In a round in which"

p.149, Creature Powers, Game Terms: "liek spells do (Player's Guide p.142)" -> "like spells do (Player's Guide p.142)"

p.150, Breath Weapon: "continues to bum the character" -> "continues to burn the character"

p.169, Falcon, Powers: Remove the "(1)," following the Durability entry.

p.248, Karma Cancel: The last sentence in the power's description should read: "Spending Karma to cancel the target's use of Karma is a Free Action. A dragon may attempt to cancel the target's use of Karma at any time so long as it still has Karma Points to spend."

p.291, Gharmhek Rules section: "The following rules apply to gharmeks." -> "The following rules apply to gharmheks."

p.299, Index: The page numbers for Airship Travel should be 56 and 115.

PLAYER'S COMPANION [MGP6147]

ERRATA

p.36, Gait Mastery: Add "until the end of the round." at the end of the sentence.

p.55, Master Talent Options: Replace one instance of "Shared Matrix" with "Detect Influence".

p.94, Roleplaying Hints: "Weapon History" -> "Item History"

p.133, Dispelling Named Spells: The Named Spell Key Knowledges Table is missing:

NAMED SPELL KEY KNOWLEDGES TABLE

| Spell Circle | Nr. of Key Knowledges |
|--------------|-----------------------|
| 1-4 | 1 |
| 5-8 | 2 |
| 9-12 | 3 |
| 13-15 | 4 |

p.157, Element Weaving Difficulty Table: The Element Weaving Difficulty Table is missing:

ELEMENT WEAVING DIFFICULTY TABLE

| Element | Cloth/ Leather | | | | |
|------------|-------------------|------|-------|-------|----|
| | Water | Wood | Stone | Metal | |
| True Air | 6 | 8 | 9 | 11 | 13 |
| True Earth | 6 | NA | 8 | 6 | 7 |
| True Fire | 9 | NA | 10 | 13 | 15 |
| True Water | 8 | 6 | 9 | 11 | NA |
| True Wood | 6 | NA | 6 | NA | NA |

TYPOS

p.82, Specialists, Mapmaker: "Player's Guide, p.39" -> "Player's Guide, p.98"

p.155, Common Items: Two incorrect page references in this section. They should be p.158 instead of p.278, and p.157 instead of p.274.

p.157, Weaving True Elements: Incorrect page reference in this section. It should be p.158 instead of p.278.

p.157, Enchanting: The paragraph "The magician must also take any Strain or other damage required by the use of the spirit power. Any other character who comes in contact with an item containing a bound spirit can attempt to communicate with the spirit if he possesses an appropriate ability. Characters other than the enchanter who trapped the spirit must defeat the trapped spirit in a Contest of Wills in order to use the spirit's powers. Some threaded items with a spirit bound to them allow their wielder access to the spirit's powers without this contest of wills if it is granted in the item's Rank Effects." appears twice.

p.158, Spirit Binding: Incorrect page reference in this section. It should be p.155 instead of p.276.

p.161, Creating Orichalcum: Incorrect page reference in this section. It should be p.123 instead of p.219.

GAMEMASTER'S COMPANION [MGP6148]

ERRATA

p.35, Nioku's Bow: At Thread Rank Five, the +1 Defense bonus is to Physical Defense, not Spell Defense.

TYPOS

p.18, Enchanting: "...see the **Enchanting** chapter on p.276 of the **Player's Companion**." -> "...see the **Enchanting** chapter on p.153 of the **Player's Companion**."

p.71, Small Drakkar: "luring larger ships into an ambush" -> "luring larger ships into an ambush"

p.116, Fire Wraith, Rules section: Vulnerability to Water: "Decrease the fire wraith's Spell Defense and Mystic Armor by +5 against water-based spells." -> "Decrease the fire wraith's Spell Defense and Mystic Armor by -5 against water-based spells."

p.136, Vestrivan, Rules section: Page reference to the Despoiler of the Land should be to p.149 instead of p.479.

p.155, Hate, Game Information: Page reference to "the Flydrop Coat, p.437" should be "the Flydrop Coat (**Gamemaster's Guide**, p.268)"

KRATAS: CITY OF THIEVES [MGP6150]

ERRATA

p.64, Quote: The quote should read: "Woe betides every Namegiver who is recognized as a slave buyer; more than one has been lynched by a mob of Kratas. Many people deeply despise slavery and gladly take every opportunity to express this. It is rumored that Garlthik successfully placed

a mole in the Flesh Pit crew, but I doubt that."

p.220, Spy Specialist (Thief): The last sentence of the "Specialist (Thief)" section, detailing talent changes, should say: "In the Journeyman Talent Options, Book Memory replaces Call Missile."; the Spy does not receive Research.

TYPOS

p.13, Timeline of the History of Kratas: The first item of the timeline should be "100 BT" instead of "1000 BT".

p.20, The Taverns, Inns and Gaming Hall: lists the location of Wasteland as "Merchant's Row" instead of "Merchants' Row".

p.47, Garlthik's Talents: For the Thread Weaving talent knacks, replace as follows: "Ghost Ritual Master" -> "Ghost Master Ritual" and "Unweaving" -> "Unraveling"

p.148, Fenghat's: "ear the gate" -> "Near the gate"

p.171, Adventure Hook: The first sentence in the section says "see p.XX of the Gamemaster's

Guide" in reference to the winglayer. Should be p.293.

p.173, Ergon the Alchemist: Final sentence of the section states "... most common potions and poisons, and will buy raw materials...". There is an unnecessary period following the comma after 'poisons.'

p.223, Specialist (Sky Raider): "[...] the new Bribery Talent (p. XX) replaces Wound Balance." -> "the new Bribery Talent (p.224) replaces Wound Balance."

p.237, Common Magic Items Table: The final entry for the "Smoke Cloak" should read "Smoke Cloak."

NAMEGIVERS OF BARSVAIE [MGP6151]

ERRATA

p.225, Cover: Replace the sentence "The attack results in an Armor-Defeating Hit on a Good Result against the Avoid Blow Test Result." with "The attack results in an Armor-Defeating Hit on a Good Result against the adept's Physical Defense."

p.233, Melee Weapons Table: The entry for the Warrior's Scarves is missing from the table. Their characteristics are as follows:

Damage Step: 1; STR Min.: 3; EDN: -; Size: 1; Cost: 25; Weight: 1; Availability: Rare

p.236, Troll and Windling Melee Weapons: The

Troll Dagger is Size: 2 and Cost: 1.

p.238, Armor Conversion Table: The Initiative Penalty modifier for Crystal and Stone armors is +1, not -1.

TYPOS

p.3, Table of Contents: All page numbers in the Contents section are 2 lower than they should be (add +2 to the page numbers).

p.180, Master Talent Options: --"Shard Fetish" -> "Shared Fetish"

NATIONS II: SERPENT RIVER [MGP6159]

ERRATA

p.103, Vofog: Remove the Spellcasting power.

CATHAY PLAYER'S GUIDE [MGP6175]

ERRATA

p.47, Monk Game Information: "Karma: The adept may spend 1 Karma Point on [Special Use] Tests." -> "Karma: The adept may spend 1 Karma Point on Close Combat Damage Tests."

TYPOS

p.28, Using Animal Selves: "When using the Manifest Best talent, for example, ..." -> "When using the Manifest Beast talent, for example, ..."