

# errata

Despite my best efforts and those of the editors who work to make the games as good as they can be, errors happen. This document collects any bits of mechanics that are either missing information or do not work as intended.

## Shadow of the Demon Lord

**Movement by Pace** table on page 37

The book cites 2 miles per hour and 3 miles per hour as the walking speed. The Movement by Pace table should be based on 3 miles per hour. Thus, change the minute entry to 90 yards, hour to 3 miles, and day to 24 miles.

**Crawl** on page 47

If prone, you can only move by crawling. You crawl at half your Speed, which can be further reduced by difficult terrain or narrow spaces (to a minimum of 1 yard).

**Fight with Anything** talent on page 66

**Fight With Anything** You ignore the 1 bane imposed by not meeting a weapon's requirement or from making an attack with an improvised weapon. As well, when you attack with a weapon or an improvised weapon, you increase the damage die to 1d6 if it is less than 1d6.

**Greater Sorcery** talent on page 71

Replace the last two bullets with the following:

- A target that takes damage from the spell takes 2d6 extra damage.
- A target that heals damage from the spell heals 2d6 extra damage.

**Pick Pockets** talent on page 73

**Pick Pockets** You can use an action, or a triggered action on your turn, to take an object from a creature within your reach. The object taken must be something you can hold in one hand and be somewhere on the creature's body but not held in its hands (or in a similar appendage). If you can see the object, you can take that object. If you can't, because you reach into a pouch or backpack, the GM determines the item taken.

**Dirty Fighting** talent on page 89

**Dirty Fighting** You can use an action, or a triggered action on your turn, to make an Agility attack roll

against the Perception of one target creature within your reach. On a success, the target becomes impaired for 1 round. On a failure, the target becomes immune to the effects of your Dirty Fighting talent until it completes a rest.

**Cloak of Shadows** talent on page 97

The talent should read:

While you are in a lit area, you are treated as if you were in an area of shadows.

**Weapons** table on page 103

Add the finesse property to dart.

Add the thrown property to spear under **Military Melee Weapons**.

**Harness Magic** spell on page 118

Roll 1d6 + 3 to determine how many points of magical energy you harness. You retain these points until you complete a rest or you spend them. While you have points remaining, you cannot again cast *harness magic*. You can cast a spell you have learned by spending a number of points of magical energy equal to the rank of the spell (minimum 1) without expending a casting from that spell.

**Entropic Power** spell on page 124

The spell description should read:

Take 3 damage. For the duration, creatures that take any damage from your attack spells take 1d6 extra damage.

**Triggered** When you cast an attack spell that deals damage, you can use a triggered action to cast this spell, which ends at the end of the round. If the target takes damage from your spell, it takes 2d6 extra damage.

**Discerning Illusions** sidebar on page 132

The third sentence should read:

It makes the roll with 1 bane per point its Power score is lower than that of the illusion's caster or 1 boon per point its Power score is greater than that of the illusion's caster.

**Acid Rain** spell on page 142

The rain should deal 5d6 damage instead of 3d6 damage.

**Twain Self** spell on page 148

You cause your self from the future to appear in the area and it remains in your time for the duration. Until the spell ends, you

and your future self can each take a turn every round, though the paradox of your twained existence imposes 1 bane on both of your attack rolls and challenge rolls.

You and your future self have identical attributes and characteristics. Although you can act separately, you and your future self count as one creature for the purpose of sharing resources. Thus, if one takes damage or gains Insanity, it applies to both characters. If one expends the casting of a spell, the casting is expended for both. If one of you suffers an affliction or would benefit from an ongoing effect, the affliction and effect apply to both.

Your future self has identical copies of everything you wear and carry, with a couple exceptions. First, if you or your duplicate consume or expend on item, such as dealing a healing potion, the item is lost to both of you. Furthermore, if you have a relic, you must decide whether you or your future self carries the relic.

If either you or your future self becomes incapacitated, the other does as well. If you die, your future self disappears.

When the effect ends, you and your future self disappear. You reappear 1 minute later, in the space your future self occupied or in the nearest open space if it is occupied.

**Tidal Forces** spell on page 148  
The dazed affliction lasts 1 round

**Large animal** on page 217  
Speed should be 10

**Flame Genie**, page 234  
Speed should be 12

**Giantfall** trait on page 236

The giant deals damage equal to  $2d6 \times$  its Size to everything in the area where it falls. A creature can make an Agility challenge roll with a number of banes equal to the giant's Size (minimum 1 bane). On a success, the creature takes half the damage and moves to the nearest open space outside the area. On a failure, the creature becomes trapped under the giant's body.

**Drain** trait on page 253

**Drain** A living target gains 1 Corruption and takes a -6 penalty to Health that lasts until it completes a rest. While subject to this penalty, the target makes Strength attack rolls and challenge rolls with 1 bane. If the target creature becomes incapacitated by an attack a shadow makes while the target has this penalty, the creature dies. At the end of the next round, a new shadow wriggles free from the body and stands up in the nearest open space. The shadow can take the next available turn.

**Lasting Harm** trait on page 258

**Lasting Harm** A living target takes a cumulative penalty to Health equal to the damage taken from the attack.

If the target creature becomes incapacitated by an attack a wraith makes while the target has this penalty, it dies. At the end of the next round, a new wraith with half the Health of its creator wriggles free from the body and stands up in the nearest open space. The wraith is compelled for 1 hour by its creator, after which time it can act normally.

## Terrible Beauty

**Drunkenness** spell on page 19

The effects of a failed challenge roll last 1 minute.

**Hidden Space** spell on page 22

**Area** A cube of space, 2 yards on each side, origination from a point within medium range

## Godless

**Armored Truck** (page 37) Increase Health to 80. The armored truck should have an “\*\*” next to its entry.

**ATV** (page 37) Under Max Speed (a/d) add “; off”

**Tank** (page 37) This entry should have “\*\*” and, at the bottom, the second line should lead with “\*\*”

**Radiation** (page 52–53) Replace the “recovery” entry with the following text.

**Recovery** Each time a creature suffering from radiation sickness completes a rest, it must make a Strength challenge roll with a number of banes based on its current level of exposure, as shown under “Transmission.” The results of the roll move the target to a higher or lower stage as follows.

20 or higher: The creature moves down one stage (minimum stage 0)

Success: No change

Failure: The creature moves up one stage.

0 or less: The creature moves up two stages (maximum stage 4).

## Freeport Companion

**Creating an Undine** (page 11)

We inadvertently left out the immunities line

**Immune** damage from disease and poison; diseased, poisoned

**Atomizer** (page 32)

Replace the text with the following

An atomizer sprays liquids from its reservoir outward in a fine mist to fill the air inside a cube of space, up to 1 yard on a side, originating from a point you can reach. You must use an action to fill the atomizer with fluid, but, once full, using the atomizer is a minor activity. Although it is generally used for applying perfumes, enterprising types have figured out that it can also spray a single dose of a liquid potion or poison into the area. Any creature in the area must get a success on an Agility challenge roll or be affected by the spray as if it had consumed the potion or poison.

**Passengers and Occupants** (page 44) Replace the paragraph with the following text:

When a crash occurs, a number of creatures on the object struck and the ship are at risk of being lost to injury or falling overboard. On the larger of the two objects, 1d20 percent of crew and passengers are lost, while on the smaller, 1d20 + 10 percent are lost. If the objects are the same Size, both lose 1d20 + 5 percent of their crew and passengers.

Player characters and important characters and creatures under the GM's control might also be affected if those creatures were at the points of impact. Such creatures on the larger object take 3d6 damage, while creatures on the smaller take 7d6 damage. If the objects are the same Size, creatures on both take 5d6 damage. Affected creatures make Agility challenge rolls. A success indicates the creature takes half the damage, while a failure indicates the creature also falls prone. If the total of the roll is 0 or less, the creature also falls overboard.

Passenger and