

# Wicked Ones Errata

Current Print version: v1.2

Current PDF version: v1.2

If you notice any mistakes or something that needs clarifying, feel free to reach out on the [Discord](#) or drop me a line by email to [ben@banditcamp.io](mailto:ben@banditcamp.io). If it is a real mistake or the wording in the book is too vague, it will be added to this list.

All of the below errata are included in **Print** and **PDF** versions.

Pg.	Type	Revision
197	<i>Rules revision</i>	Rules changed for Prisons: Prison: A room with 4 cells that can contain prisoners, who can't escape without opportunity. If invaders enter the prison, make a fortune roll equal to the dungeon tier to determine whether prisoners can be freed and if they join the invaders.  The original version still works fine, though this one is smoother in play and has less possibility for abusing mechanics.
234	<i>Rules clarification</i>	Added the following line to Recovery: Your dungeon also automatically attracts a creature if you have an empty lair, filling lower tier lairs first.
108	<i>Rules clarification</i>	Sorcery You have mastered a magic path (choose one): enchantment - evocation - force mastery - illusion - necromancy - pyromancy. You can spend stress to Invoke tier 2 and tier 3 spells of your path.
262	<i>Rules clarification</i>	Reworded and bolded: "You must deal a major blow to the faction, dropping them a tier."
106	<i>Rules clarification</i>	Witchcraft You have mastered a magic path (choose one): bloodreading - soothsaying - spiritcalling - stormstrike - wildheart. You can spend stress to Invoke tier 2 and tier 3 spells of your path.
173	<i>Rules clarification</i>	Renamed "Growing the Hoard" to "Increasing Dungeon Tier"
222	<i>Rules clarification</i>	Added information: Otherwise, they keep pushing and testing your locks, eventually breaking through even if they have no moves remaining.
125	<i>Corrected mistake</i>	Removed an extra "is" in the sentence. New version: "The GM sets the spell tier, comparing what the player wants to accomplish to what can be accomplished by a normal action roll."
356	<i>Corrected mistake</i>	The entry for "action dots" in the index now correctly points to pg. 89.
357	<i>Corrected mistake</i>	Added a page reference for "dungeon tier" in the index, pointing to pg. 173

357	<i>Corrected mistake</i>	The entry for “edges” in the index now correctly points to pg. 122.
192	<i>Corrected mistake</i>	Added a line clarifying how minions can exit scenes without being destroyed: “They can almost always avoid being destroyed by exiting a scene without a roll, running away, getting knocked out, or so on.”
61	<i>Corrected mistake</i>	Changed “allies” to “enemies” “Nature helps your enemies, like a wolf pack coming to the aid of a farmer you're chasing.”
218	<i>Corrected mistake</i>	A hireling has 1 heart and either has a passive or can make a single move.
171	<i>Corrected mistake</i>	Added a discovery to the dungeon creation process. 2. The GM rolls a discovery, but can draw it at any point during this process.
130	<i>Corrected mistake</i>	“conction” changed to “potion”
349	<i>Corrected mistake</i>	“Slave Pens” removed and corrected with “War Drums”
355	<i>Corrected mistake</i>	“sorr” changed to “sorry”
317	<i>Formatting</i>	Changed to: “Critical: Also, they immediately make a free offensive move.”
208	<i>Spelling mistake</i>	bubbling
120	<i>Spelling mistake</i>	“conction” changed to “concoction”
340	<i>Spelling mistake</i>	Aberrations
234	<i>Added page reference</i>	Added a page reference under Counting Loot to pg. 256 to show how loot is gathered.
239	<i>Added page reference</i>	Adding a page reference to pg. 73 under the section “Using Gold Instead of Downtime Actions”
192	<i>Deleted text</i>	Deleted a few lines from the “Recruiting Minions” paragraph that didn’t add anything and were unnecessary.

All of the below errata are included in the **Wicked Ones 1.1 PDF**.

Pg.		Revision
109	<i>Rules clarification</i>	Grand Sorcery You can choose a second path for your Sorcery core ability and can cast from any sorcery path with only a single magic focus.
107	<i>Rules clarification</i>	Beastform You can spend stress to assume the form of a beast. While in this form, one of your actions swaps ratings with another and you gain either Primal Ability or a special ability from another calling. You also gain a second dark impulse while in this form. All of these are

		chosen when you first take this ability.
107	<i>Rules clarification</i>	<b>Bonded Spirit</b> You have a magically bonded spirit or pack instead of minions. It has the companion upgrade and powers (choose two): become invisible - manifest physically - possess the weak-minded - reveal information about the past. It can use each once per cycle.
171	<i>Rules clarification</i>	<b>Drawing the Dungeon</b> A new dungeon has one of each of the features below. Players go around the table clockwise choosing and drawing a feature from the list until everything has been drawn. Some features are best discussed as a group before deciding.
71	<i>Rules clarification</i>	<b>Gear Defense</b> Monsters tend to love their possessions, clearly favoring evil style over substance, but that doesn't mean that things chosen mostly for appearance are useless. You have a single defense based on the items you've chosen. It can be derived from a single item or multiple items working together, though gear only ever gives one defense total.
26	<i>Rules clarification</i>	Added the following line: A 0d roll, however, discards the highest result and never results in a critical.
Ch 2	<i>Rules clarification</i>	The table of calling items for each calling have been renamed to "Example Brute Items," etc.
195	<i>Rules clarification</i>	<b>Companion</b> They must still be recruited again as usual, including paying for any upgrades you previously bought for them. The gold or downtime action might represent tending their wounds or going out to find them.
195	<i>Rules clarification</i>	<b>Expendable</b> They cannot have any other upgrades besides those granted by a room or ability.
358	<i>Corrected Mistake</i>	Partial resists listed twice in the index. Deleted one entry.
358	<i>Corrected Mistake</i>	Passive listed twice in the index. Combined into a single entry.
343	<i>Corrected Mistake</i>	Example Facestealer items had "blowgun" listed twice. Replaced with "hourglass."
357	<i>Corrected Mistake</i>	The entry for Loot in the index now correctly points to pg. 256.
	<i>Corrected Mistake</i>	Crag in the end of chapter examples now labelled correctly as a Shaman.
Ch 5	<i>Spelling mistake</i>	Sidebar flag spelling was corrected throughout the Dungeon chapter.
321	<i>Spelling mistake</i>	<b>Assassin</b> <b>PASSIVE:</b> Can always start a scene hidden.