

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.

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

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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.

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.