

Corebook Errata

- pg 77 Terminus Circle: change 'Eternal', to 'Immortal' rule.
- pg 87 Splintered Perception, T3 should be T7.
- pg 98 Unkind Fate: The hex lasts until the counters run out Hex (I)
- pg 122 IS-Stormstrike Tiers wrong
Tier 6: Profile: 1D10/Health/Forces/ Linked w/melee
Tier 7: $K+2$ and $+1^{DI}$ (total $+2^{DI}$)
Tier 9: $K+2$ and $+1^{DI}$ (total $+3^{DI}$)
- pg 128 LA- Unfettered Sight is now long range at t5.
- pg 145 Forester. Barrier should read T3, not T4.
- pg 150 Measured Strike linked skill should be Melee/Ranged Weapons, not just Melee Weapons.
- pg 158 Fighting Moons talent power should read T5, not T6
- pg 182 Vhojin Blue cost- 13s not 15s
- pg 185 Psychic Balm recipe - phanmir G, not phanmir O
- pg 188 Ghost Net: Should read 'contain the essence for up to a month', not week.
- pg 190 Mirror Lens: first sentence: change drinker to viewer.
- pg 191 Obfuscating dust is mistakenly referred to as Obscuring dust in the description.
- pg 191 Onyx pearl: The capacity is: $6+(2x)$
- pg 202 Nasha- Elemental Retribution. Kai cost 3 & clarified a sorcery parry is the trigger & element needs to be chosen at the time of nasha's crafting.
- pg 204 Amphibian Stride Pillar 'Urkut' change to 'Neptis'
- pg 284 Terms: Maedras Misspelled- 'remote' not 'eemote'

Adversaries Vol 1 Errata

- These creatures habitats were wrong/missing.
- pg 8 Weavyr-Mts/Desert, Zharif-Any
- pg 9 Vashyn-elemental-Any
- pg 26 Chimera has incorrect Pillars in it's powers.
Lion' Roar should be Pillar: Fazyr.
Serpent's Venom should be Poison .
- pg 30 Misspellings of Cresva as 'crestva'.
- pg 37 Dominae sorcery perks: Battlemage, Sorc Shield.
- pg 52 Ferrok Armor Defense should be: 4/0=4
Ferrok spike ability should be RW not S.
- pg 62 Glennik lore : ebony pearl should by onyx pearl.
- pg 75 Hydra. Ranged Weapon/Sorcery skills are reversed.
It should be Ranged Weapon - p4 / Sorcery-6
- pg 112 Spinetail spirit is '-' not '0'.
- pg 143 Rakshasa- perk- 'Black Marketeer'.
- pg 166 Sphinx- One power is incorrect.
AM : Should be Psychic senses, not psychometry.
- pg 176 Tombguard's move attribute is on the wrong line
- pg 189 Tuchulas: Power errors;
Tier 4 should be 'Fiery Weapons' not Striking fire.
Tier 10 Immolations details filled into chart.
- pg 206 Zharif: Voidstep should be T5@t9 (t8 does nothing)
- pg 211 The Optorix skill section should include;
Persuasion 5- Impersonator
- pg 221 Zombrul spirit '-' not 'na'