Errata and Updates TDE – Core Rules – Revised PDF

Thanks so much for posting these errata.

Version 1.2 - June 2019

The following list includes the errata of the revised English PDF version of the Core Rules. Errata that require re-calculations of AP costs of Professions, Cultures, Archetypes and similar packages are not included if they are not in the 3rd revision of the German edition. These will be covered in a full revision of the Core Rule PDF.

- **Page 7, A World of Adventure:** "In the plains along the northwestern border of Midderealm lie the Orclands (2)" should read "In the plains northwest of the Middenrealm lie the Orclands (2)", since there is no direct border between the Middenrelams and the Orclands.
- **Page 8, Map:** It should read: "Dominion of Donnerbach"
- **Page 11, The High Dragons:** Menacor is like all High Dragons male and he is not "Daughter of Hesinde"
- **Page 26, second paragraph:** The "Emir of Dingsdabad" is a wordplay in German. This should be replaced with "Emir of Somewherefar".
- **Page 28, Derived Characteristics:** Under Arcane Energy (AE) the end of the last sentence should be changed to "or the use of arcane potions."
- **Page 44, top left box:** The text should read "Chart #3 also takes into account that some attributes for certain races, such as elves and dwarves, have a maximum value of 12. (see also page 88)"
- **Page 44, Step 6:** Choose a Profession: After the paragraph ending in "Furthermore, some professions offer variants that might each have different prerequisites." Add the following: "After deciding for a profession, write down all the skills and their values and pay the AP costs. Most professions include some variants that adjust skills from the base profession or add new ones to the list."
- **Page 45, Example:** The example of Louisa has some mistakes. The Rogue profession has no prerequisites and the Cat Burgler variant should only cost 225 AP. This leads to a cascading error in the point calculations. this wil be looked at in the next full revision of the Core Rules.
- **Page 46, Liturgical Chants of Chris' character:** Remove "Vision Quest 3", this does not exist.
- **Page 48, Resistant to Aging:** Remove "you cannot have the disadvantage Accelerated Aging", this does not exist.
- **Page 48, Rugged Fighter:** The prerequisites should read "you cannot have the disadvantage Sensitive to Pain"

- **Page 48, Fragile:** Rename the Disadvantage to "Sensitive to Pain"
- **Page 51, Step 9, second 'eye':** The sentence should read "To calculate Parry (PA), halve the SR of the combat technique for the weapon (rounding up)"
- **Page 53, Summary of Magical Special Abilities:** The special ability "Forbidden Portals" should be called "Forbidden Gates".
- **Page 54, Staff Enchantments:** The special ability "Call Staff" should be called "Staff Apportation". The special ability "Double Measurements" should be called "Double Measure".
- **Page 65, Korgrimm's Equipment:** Remove "Ammunition (Bolts, 10)" since the dwarf does not start with a crossbow.
- **Page 67, Thallian's Combat Techniques:** Since Thallian's DEX is only 10, the ranged combat stats should read "Bows 6 (Ranged 6), Crossbows 6 (Ranged 6), Thrown Weapons 6 (Ranged 6)".
- **Page 67, Thallian's Equipment:** Change the name of the potion from "Magical Potion" to "Arcane Potion"
- **Page 73, Orestas' DEX-Value:** This should be 10 and not 16.
- **Page 81, Wulfgrimm's Equiment:** The shield should be called "Thorwaler Shield".
- **Page 83, Ylwa's Languages:** It should read "Native tongue Fjarningish III"
- **Page 85, Gonzalo's Advantages:** The advantage "Time Sense" is called "Inner Clock".
- **Page 88, Stats:** The section "Attribute Adjustments" should be renamed to "Adjustments to Attribute Maximums"
- **Page 89, Build and Appearance:** The beginning of the sentence at the start of the second column should read: "*Size:* Middenrealmers are about 69 to 73 inches tall, but Thorwalers and …"
- **Page 90, Weight:** The calculation should read "In pounds: 110 + (6 per inch over 60) +/- 4D6"
- **Page 91, Weight:** The calculation should read "In pounds: 60 + (7 per inch over 60) + 4D6"
- **Page 92, Weight:** The calculation should read "In pounds: 60 + (8 per inch over 60) + 4D6"
- **Page 90, Weight:** The calculation should read "In pounds: 106 + (4 per inch over 50) + 2D6"
- **Page 94, Races Overview:** The Column "Attributes" should be called "Attribute Maximums". In the same column, for Elves and Dwarves the entry for "DEX" needs to be changed to "AGI".
- **Page 118+119+121, Common Disadvantages:** "Bound to Artifact" should be renamed to "Artifact-

Bound".

- **Page 122+123+125, Common Professions:** For all the dwarven cultures the *Magical Professions* should read "Mage (very rare)"
- **Page 154, Blessed One of Hesinde:** In the second paragraph as well as in the **Variants** of the Profession Package, "Satri" should be replaced with "Satori".
- **Page 163, Format of Advantages and Disadvantages:** In the block Prerequisites the example should read "For example, a hero with Beautiful Voice cannot also be Mute, and …"
- **Page 167, Iron-Attuned Aura:** The rules should read "With this advantage, you suffer a penalty for every 8 full pounds of weight due to the Iron Ban, not every 4 full pounds, as usual (see page 255)."
- **Page 168, Pragmatic:** The rules should read "For a pragmatic, Rapture drops by 1 level per half-hour instead of every hour."
- **Page 168+180, Resistant to Aging:** In the section Prerequisites remove the sentence "No disadvantage Fast Aging."
- **Page 171+181, Bound to Artifact:** The disadvantage should be renamed to "Artifact-Bound"
- **Page 186, Quality Level with Craft Skills:** The sentence in the example should read "The player makes the check and keeps four SP (a QL of 2), so Layariel saves half an hour."
- **Page 214, Analyst:** Replace "Requirements" with "Prerequisites".
- **Page 214, Cheating:** The last sentence of the rules section should be replaced with "This special ability grants you a new use for the skill Gambling."
- **Page 216, Heraldry:** Replace "Requirements" with "Prerequisites".
- **Page 216, Horse Faker:** The second sentence in the rules section should read "This special ability grants you a new use for the skill Commerce."
- **Page 217, Leader:** The first sentence of the rules section should read "This special ability grants you a new use for the skill *Fast Talk*, which you can use to assist companions during combat."
- **Page 218, Mimicry:** The first sentence of the rules section should read "This special ability grants you a new use for the skill Animal Lore."
- **Page 219, Writing:** The Prerequisites section should read "appropriate script, language III, skills depending on the area (Etiquette 4 for poetry, Fast-Talk 4 for novels, Myth & Legends 4 for fairy tales, Persuasion 4 for political pamphlets, Seduction 4 for romance novels, Streetwise 4 for crime stories, an appropriate knowledge skill 4 for professional publications)."
- **Page 219, Examples of Trade Secrets:** The name of the trade secret "Magic Potion" should be renamed to "Arcane Potion"
- **Page 220, General Special Abilities Overview:**

Replace "Requirements" with "Prerequisites".

- **Page 220, General Special Abilities Overview:** Missing special ability "Analyst - Prerequisites: Magical Lore 4 - AP Value: 5 adventure points"
- **Page 221, Fate Point Special Abilities - Table:** Replace "Requirements" with "Prerequisites".
- **Page 224, Script - Nanduria Signs:** The text in *Associated Languages* should read "None (perhaps Garethi or Bosparano)"
- **Page 227, Basic Terms of Combat:** The "*Damage Points (DP)*" section should be replaced with this: "*Damage Points (DP)* and *suffered Damage Points (sDP)*: You can use weapons, rocks, or even your bare fists to hurt your enemy. The *Damage Points* of your weapon reflect how much damage you inflict when the enemy is unable to defend against the attack. To determine damage, you usually roll 1D6 or 2D6 and sometimes add a bonus. Subtract the target's Protection from the damage points you roll, the remaining points are the *suffered Damage Points* are deducted from the target's life points. In brief, DP – PRO = sDP."
- **Page 230, By the Rules:** Last sentence should read "He takes 6 suffered Damage Points (sDP) (10-4) and has to reduce his current life points by 6."
- **Page 231, Close Combat Botch Table:** The first sentence should read "Instead of taking 1D6+2 sDP on a botch, you can use the following table."
- **Page 232, Close Combat Botch Table:** Remove any reference to "(ignoring PRO)" in entry 11 and 12.
- **Page 233, Parrying With Weapons and Shields:** In the second to last paragraph change the following sentence "When using his combat technique Shields (value 8)," to "When using his combat technique Shields, his Parry is 8 and he doubles his wooden shield's parry bonus to +2,"
- **Page 234, Defense Botch Table:** The first sentence should read "Instead of taking 1D6+2 sDP for a defense botch, you can roll on the following table." Remove any reference to "(ignoring PRO)" in entry 11 and 12.
- **Page 239, Visibility Modifier:** The title needs to be changed to "Close Combat Visibility Modifier". The ranged combat (RC) needs to be removed from each category.
- **Page 240, left column, third 'eye' from bottom:** The last sentence should read "This check suffers a penalty of 1 for every 5 full sDP taken by the mount."
- **Page 242, Modifiers for Restricted Visibility:** The title should be changed to "Ranged Combat Visibility Modifiers".
- **Page 243, Ranged Combat Botch Table:** The first sentence should read "Instead of taking 1D6+2 sDP on a botch, you can use the following table."
- **Page 244, Ranged Combat Botch Table:** The title needs to be changed to "Ranged Defense Botch Table". The first sentence should read "Optionally, rather than applying a default damage of 1D6+2 sDP for a

Target Categories (Examples)

Creatures
- Living Creatures
  - Intelligent Creatures (humans, elves, ogres)
  - Animals (wolves, ducks, elephants)
  - Plants (trees, treeants)
  - Fungi (purulent toadstools, giant puffballs)
  - Supernatural Creatures
    - Fairies (flower fairies, nymphs)
    - Chimeras (harpies, gargoyles)
    - Dragons (tatzelwurms, giant wyverns)
    - Daimonids (white harriers)
- Non-living
  - Undead (mummies, zombies)
    - Ghosts (haunts, will-o'-the-wisps)
    - Mindless (zombies, skeletons)
    - Vampires
    - Ensouled (revenants)
  - Demons (Heshthotim, Gotongis)
  - Elementals (djinn, elemental spirits)
  - Golems (homunculi, walking chests)

Objects
- Mundane Objects (stones, chairs)
- Magical Objects (artifacts, mages' staves)
- Blessed Objects (sun-scepters, Rondra's Crests)

botched defense against a ranged attack,"
- **Page 246, Charge:** The Rules should start with the text "Your attack suffers a penalty of 2 using this special ability."
- **Page 248, Inured to Encumbrance I-II:** the example in the middle of the rules section should reference "Inured to Encumbrance II" instead of "I"
- **Page 253, Basic Terms of Magic:** The term "Enchantments" needs to be replaced with the following: "*Arcane Spellworks*: a general term for cantrips, spells and rituals (see page 285)."
- **Page 255+309+397, Target Categories (Examples):** Category plants should have these examples "trees, treeants". Also the *Intelligent Creatures* category should be moved in one level and the eye in front of *Objects* should be removed. Please see the updated block above for a correct version.
- **Page 255, The Iron Ban:** the text in the box should read "When carrying or wearing items made of iron, spellcasters suffer a negative effect on their ability to cast spells and regenerate AE. Spellcasters suffer a penalty of 1 to casting spells for every 4 full pounds of iron they carry (exception: see Iron-Attuned Aura, page 167). Also, for every 4 full pounds of iron carried for more than an hour, spellcasters recover one less point of AE in their next Regeneration Phase."

Arcane Spellworks

The three types of *arcane spellworks* are *spells*, *cantrips*, and *rituals*. Spells are basically normal skills. Cantrips are minor magical effects that every spellcaster can learn, and their strength is minimal. Rituals are special spells that take an especially long time to prepare and cast, but basically work just like spells.

Duration, Sustaining Arcane Spellworks, and Concentration.

Most arcane spellworks simply take effect and then end, but some can be made to last longer (be *sustained*) for as long as you are willing or able to spend the required amount of AE. For that reason, we list applicable spellwork costs as two values. The first value is the cost for casting the spellwork, the second is what you must pay per time interval when you wish to sustain the spellwork. You can decide after each time interval whether or not to spend more AE to sustain an arcane spellwork.

Sustaining an arcane spellwork requires *concentration*, and all checks for spells/rituals and liturgical chants/ceremonies suffer a penalty of 1 per sustained arcane spellwork or liturgical chant. If the check fails, you must pay AE equal to the spellwork's basic cost + the cost for the arcane spellwork's first time interval.

Some arcane spellworks require full *concentration* for the entire duration, because you must control the arcane spellwork with your will. A spellcaster who concentrates this intensely finds it difficult to take any other actions and therefore suffers a penalty (see above).

> Some arcane spellworks and liturgical chants grant a bonus of 1 to mundane skill checks for as long as they are sustained. Since an additional penalty would negate this effect, skills do not suffer this penalty when enhanced by these particular spellworks and chants.

Tradition

The *Tradition* given for each of the arcane spellworks shows which magical traditions have direct access to this spellwork. Spellcasters from other traditions can possibly learn it but will be limited in the effectiveness (see page 274). If the *Tradition* is defined as "General", all magical traditions have direct access to this arcane spellwork. All cantrips are available to all magical Traditions.

- **Page 273, Magical Potion:** This potion is being renamed. the title and first paragraph should read: "**Arcane Potion**
  Spellcasters like to use the refreshing effect of arcane potions to regain their lost AE. An important ingredient for the arcane potion is kairan reed, which grows at the Nine-Eye Lake."
- **Page 274, Magical Traditions:** In the middle of the first paragraph "Bosporana" should be written "Bosparano".
- **Page 276, Binding of the Staff:** In the middle of the Effect paragraph the sentece should read "Only elemental fire - burning hotter than a dragon's breath or an Ignifaxius spell - or a directed anti-magic spell can destroy it." Neither dragons breath nor an Ignifaxius can destroy a mages staff.
- **Page 278, Special Ability:** Tradition (Witch): The fifth 'eye'-point needs to read "Witches can work themselves into a frenzy of emotion. It takes two combat rounds to gain a bonus of 1, up to a maximum of 2. This requires concentration (see page 285) and a free action."
- **Page 285, Magical Signs:** The first sentence of the rules should read "You receive the new application *Draw Magical Signs* for the skill *Artistic Ability*."
- **Page 285, Property Knowledge:** The Requirements section should read "Primary attribute of the Tradition 15, 3 *arcane works* with the property at SR 10 or higher."
- **Page 285, Summary of Magical Special Abilities:** For *Property Knowledge* the requirements should read "Primary attribute 15, 3 arcane works with the right property at 10 SR"
- **Page 285, Grey Box (one eye) for Property Knowledge:** The text in the box should read "These *arcane works* can be spells, rituals, elven songs, witch curses, or other active magical abilities with the appropriate property."
- **Page 285, Aventurian Enchantments:** The title needs to be replaced with "Arcane Spellworks". Please see the column to the right on page 3 for the full replacement of this section.
- **Page 290, Duplicatus:** In the middle of the second paragraph in the Effect section should read "If an attack does hit the target, it can be parried or dodged."
- **Page 294, Odem Arcanum:** The page reference in the middle of the first paragraph in the Effect section should read "(see pages 268 and 287)".
- **Page 301, Enchantments:** The title of the section should be changed to "Arcane Spellworks".
- **Page 301, Spells by Tradition:** Add "*Invocatio Minima*" to the Guild Mages and Witches list. "*Horriphobus*" should be removed from the Witches list and added to the Guild Mages list.
- **Page 302, Analys Arcane Structure:** Correct the spelling mistake from "Analys Arcane Structure" to "Analyze Arcane Structure"
- **Page 302, Gardianum:** AE Cost should read "at least 4 AE (you cannot modify the cost)"
- **Page 307, Death:** "necropoleis" should be spelled "necropolis"
- **Page 316, The Archdemons of Aventuria:** Replace the spelling "Belhahar" with "Belhalhar". The main name of the antagonist to Firun is "Nagrach", the Alias is "Belshirash".
- **Page 316, grey box:** the sentence in the middle should read "Touching a demon's brow with a Rondra's Crest does 1D3 sDP in the first combat round, 1D3+1 sDP in the second, and so on."
- **Page 320, Special Ability:** Tradition (Church of Phex): In the list of the Favored Skills "Trade" should be replaced by "Commerce".
- **Page 327, Moon's Gaze:** Last sentence of the Effect should read "For more about Visibility, see pages 242 and 348."
- **Page 330, Staff Serpent:** The Effect should read "one-time 1D6 sDP, 2 levels of Pain / 1D3 sDP, 1 level of Pain"
- **Page 333, Chants of Rondra:** Replace "Encouragement" with "Encourage"
- **Page 339+398, Situation Table:** The examples for "Interruption of nightly rest" should read "(e.g. sentry duty, nighttime disturbance)". The examples of "Lengthier interruption of nightly rest" should read "(e.g. middle watch•, night ambush)"
- **Page 339, grey callout box:** The text should be replaced with "Middle watch is a nautical term for the guard shift between midnight and 4am."
- **Page 340, Falling Damage:** In the description, table and example, all "DP" need to be replaced with "sDP", since armor has in general no effect on falling damage.
- **Page 343, Lutanas:** The Damage should read "1D6 sDP per day, anxiety (1 level of the condition Fear per 6 hours) / 1 sDP per day, 1 level of Fear".
- **Page 347, Recovering from Hypothermia:** The last sentence of the example should read "If he does not find a warm haven within 20 minutes, he will blackout and probably freeze to death."
- **Page 348, Heat Chart:** Level I interval should read "up to 95 degrees Fahrenheit (up to 35 degrees Celsius)/1 Hyperthermia Level per day". The Level IV interval should read "131 degrees Fahrenheit and more (over 55 degrees Celsius)/1 Hyperthermia Level per 6 hours"
- **Page 354: Creature Descriptions:** The "Hunting" section is missing from the descriptions. It should read "Hunting: The creature's Hunting modifier (for more information, see the rules for Hunting in the *Aventurian Compendium*)"
- **Page 357, Heshthot - special rules:** The first sentence of the **) should read "If a heshthot causes sDP with its whip, …"
- **Page 361, Toad (Kosh Toad):** The Animal Lore QL 1 description should read "Some toads secrete a mild poison that causes hallucinations."
- **Page 363, Equiment:** in the first paragraph it needs

to read "the divine sword Sevenstroke, that can slay the most terrifying monsters,"

- **Page 366, Club stats:** The weight should be "1 pound"
- **Page 370:** Number 15 should read "Cudgel (spiked)" and number 16 should read "Club".
- **Page 371:** Number 4 should read "Bastard sword"
- **Page 376, Containers:** The weight on the belt pouch should be "0.5 pounds".
- **Page 379, Alchemicae:** The "Magical Potion" should be renamed to "Arcane Potion".
- **Page 392, Checklist for Optional Rules:** Remove the entry for "Language Specialization" on page 41. It's a duplicate and the wrong page.
- **Page 393, List of Common Abbreviations:** Correct the spelling from "Srenth" to "Strength".
- **Page 396:** On the bottom right column the title of the list is missing. It should read "Modifiers for Dodges and Shield Parries vs. Ranged Attacks".
- **Page 399, Falling Damage:** Both references to "DP" need to be changed to "sDP".
- **Page 401, Belkelel:** It should read "Belkelel (archdemoness, opponent of Rahja)"
- **Page 401, Bound to Artifact:** This should be renamed to "Artifact-Bound (Disadvantage)"
- **Page 405, Magic Potion (Trade Secret) and Magical Potion:** Both entries should be renamed to "Arcane Potion"

Updates and Changes

There are a bunch of changes that we are introducing with these Errata. Most of them are already in the Errata above, but some of them (if they are not 'really' wrong, just not consistent with what we go for) will go in when we revise the full Core Rules PDF.

The main changes were:

Introduction of *suffered Damage Points (sDP)*

In the German version exists the concept of "Schadenspunkte (SP)" which is damage points that are directly deducted from the life points. until now, the publications were always writing "DP (ignoring PRO)". This is technically correct, but in a lot of cases this caused translation mistakes, since there was no direct translation in some cases.

The Errata include all the locations where the "(ignoring PRO)" was missing, or where the introduction of "suffered Damage Points" made it easier to understand the rule. In the full revised PDF we will replace all "DP (ignoring PRO)" with "sDP".

Changing *Magical Potion* and *Magic Potion (Trade Secret)* to *Arcane Potion*

This is only a small change that came from the fact that the Trade Secret and the Potion were named differently. After some discussion we decided to rename the potion to "Arcane Potion" since it also restores "Arcane Energy".

Replacing *Enchantments* with *Arcane Spellworks* (short: *spellworks*)

During the translation of *Magic of Aventuria* it became obvious that the translation used in the *Core Rules* leads to much confusion. As already stated in the *Core Rules*, the term *Enchantments* did not cover *staff enchantments*. In the Magic of Aventuria this becomes much more obvious and there were section that were not translatable without this new concept.

Below is a diagram with the hierarchy. The *Arcane Works* is a theoretical concept of a term, that encompasses all the arcane abilities and other arcane things that does not fall into the *arcane spellworks*. It is only used in a few locations where it is defined at the same time.

Arcane spellworks and the short form *spellworks* are used interchangeably. The Errata should correct any location where *enchantment* was used before in the context of *spellworks*.
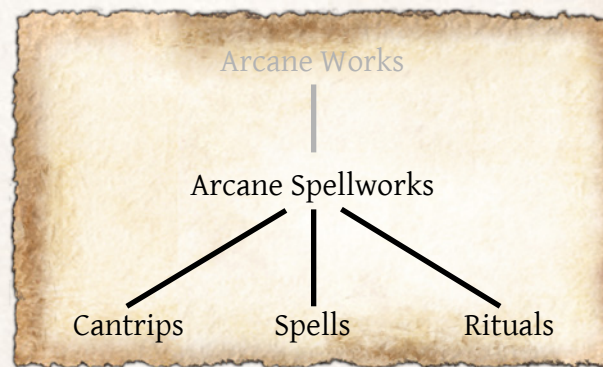
The German version was also not very precise when using the categories and sometimes used the word for spell (Zauberspruch) and spellworks (Zauber) interchangeably. In this Errata not all locations where *spell* was used instead of the 'old' *enchantment* were corrected. This will happen for the revised PDF of the Core Rules. At this time there will be still occasions where the text says *spell*, but it should be *spellwork*.