**P. 20.** In the boxed *Powerstone Costs* section, under *Materials*, change "1/54 to the power of P" to "53/54 to the power of P". (N.B.: The results on the table are rounded off.)

**P. 22.** At the end of the page, change $5 to $2.

**P. 27.** Under *Body of Wind*, change Duration to "1 minute".

**P. 28.** *Control (Air) Elemental* should be "Resisted by higher of ST and Will".

**P. 30.** *Hybrid Control* is a Very Hard spell; it should have the "(VH)" notation.

**P. 36.** The prerequisite for *Tickle* should be *Spasm*.

**P. 37.** Change the text of *Might* from "below -HT" to "at -HP or below".

**P. 38.** Change the text under *Resist Pain* from "his HT is reduced to 3" to "he is reduced to less than 1/3 his HP".

**P. 39.** The prerequisite for *Haircut* should be "Weaken, 2 Body spells" as it is in the table on page 228.

**P. 43.** *Corpulence* and *Gauntness* are Very Hard spells; they should have the "(VH)" notation.

**P. 46.** Alter the opening text of *Lend Language* to read "Subject gains a language (sapient creatures only) . . . "

**P. 51.** For *Flesh to Stone*, under Duration, change Permanent to Instantaneous.

**P. 52.** Under *Sand Jet*, change the phrase "if the spell strikes" to "if the spell strikes the face". Under the prerequisites for *Mud Jet*, change the text to read "Water Jet and Create Earth, or Create Water and Sand Jet."

**P. 53.** For *Stone to Flesh*, under Duration, change Permanent to Instantaneous.

**P. 59.** Under *Golem*, change the first line of the second paragraph from "and are destroyed if reduced to 0 HP." to "and are destroyed if reduced to -HP."

**P. 70.** *One-College Powerstone* should be a heading beneath the *Powerstone* spell. similar to those for *Dedicated* and *Exclusive* Powerstones - and not its own spell. Any mage who knows the *Powerstone* spell can enchant a one-college version for only 12 energy per point.

**P. 79.** *Essential Food* is a Very Hard spell; it should have the "(VH)" notation.

**P. 85.** *Create Gate* clarification: To create a gate costs ×10 the normal cost of the spell, and to create a permanent gate costs ×100 the normal cost of the spell. Do not use both multipliers. Example: A 10-point teleport spell can be made into a gate for (10 × 10) 100 points; it can be made permanent for (10 × 100) 1,000 points.

**P. 86.** Under *Sanctuary*, delete the phrase "unless it is known at level 20+" from the end of paragraph three. *Suspend Time* is resisted by IQ.

**P. 92.** Strike the sentence "For permanent relief, use Cure Insanity." from *Relieve Madness*.

**P. 107.** *Scents of the Past* should be both a Food and a Knowledge spell.

**P. 111.** Under *Small Vision*, change "they appear blurred and are attacked at -2 to skill." to "they appear blurred, and all melee attacks are made at -2 to skill."

**P. 113.** Under *Shade*, change the page reference to 169.

**P. 114.** Under *Sunbolt*, change "and does impaling damage" to "and does burning damage".

**P. 120.** Under *Transform Object*, change IQ to Will.

**P. 125.** In the second paragraph of the *Pentagram* spell (continued from the previous page), change ST+IQ to ST+Will.

**P. 127.** In the second paragraph of the *Remove Aura* spell, change IQ to Will.

**P. 131.** *Link* should also make mention of the spell's use in the *Limiting Enchantments* section, pp. 68-69.

**P. 136.** In *Weaken Will*'s Item text, change "Weak Will" to "Will Reduction".

**P. 138.** *Oath* clarification: Just as with *Great Geas*, the spell is resisted with Will.

**P. 139.** *Enthrall* is resisted with Will; change the text to match the heading.

**P. 143.** The text of *Increase Burden* should say Will, not IQ.

**P. 146.** Under *Hawk Flight*, replace "without encumbrance; encumbrance counts x4 against this speed! (Example: Light encumbrance, normally -1, reduces Hawk Flight speed by 4.)" with "without encumbrance; encumbrance reduces Move normally."

**P. 152.** In the boxed *Undead Templates* section, remove Slave Mentality from the *Mummy*, *Skeleton*, and *Zombie* entries (Automaton already includes Slave Mentality). *Mummy* is now worth -107 points (note that the minus sign was omitted from the text); *Skeleton* is worth -162; and since the quirk was not figured in, the *Zombie* template cost becomes -168.

**P. 156.** In the *Black Magic* portion of the boxed text, change "IQ rolls" in the second column to "Will + Magery rolls".

**P. 158.** Under *Repel Spirits*, change "Astral Trip" to "Planar Visit".

**P. 167.** Change *Shield*'s cost from "DB of 5 (cost 10)" to "DB of 4 (cost 8)".

**P. 177.** Change *Schematic* to *Schematic/TL*.

**P. 182.** Change the prerequisite for *Identify Metal* to *Seek Earth*.

**P. 186.** In the second paragraph of *Ice Slick*, change "IQ-3" to "Vision-3".

**P. 191.** Under "Prerequisites" for the *Geyser* spell (continued from p. 190), change *Create Well* to *Create Spring*. *Acid Ball*'s Cost should read: "Any amount up to your Magery level per second, for three seconds. The acid ball does 1d damage per energy point."

**P. 194.** *Waves*, *Current*, and *Tide* should all say "Same cost to maintain." under their base cost.

**P. 195.** *Rain*, *Snow*, *Hail*, *Warm*, *Cool*, and *Storm* should all say "Same cost to maintain." under their base cost.

**P. 197.** The cost for *Ball of Lightning* should read:

Any amount up to twice your Magery level per second, for three seconds; half that to maintain. The ball inflicts 1d-1 burning damage for every 2 full points of energy to anyone within 1 yard of the explosion. Those further away divide damage by three times their distance in yards (round down).

**P. 200.** Under *Alternate Prerequisites*, replace:

Required traits add one to the spell's prerequisite count for every 10 full character points the trait costs; thus, each level of Magery above zero adds one to prerequisite count, while literacy adds zero. Forbidden traits i.e., "not blind," add nothing.

with:

The GM may wish to consider non-spell prerequisites (Magery, IQ, etc.) when calculating prerequisite count; if so, add one point to a spell's prerequisite count for every 10 full character points of required traits. The Spell Table does not consider non-spell prerequisites.

**P. 202.** In the third paragraph of *Syntactic Magic*, delete ", with the exception of Control and Transform (p. 204)".

**P. 224.** Under the *Prerequisites* column for *Banish*, "M" should be "M1".

**P. 225.** The page reference for *Burning Touch* should be to p. 76.

**P. 226.** Under *Current*, change the Energy entry to "1/50/S".

**P. 227.** Under the *Class* column for *Fascinate*, change "R-IQ" to "R-Will".

**P. 228.** On the *Spell Table*:

* *Geyser*'s Prerequisites should list *Create Spring*, not *Create Well*
* *Great Healing* should have an asterisk, as it is a VH spell
* *Flesh to Stone* is found on page 51; change Duration to Instant

**P. 229.** On the *Spell Table*:

* *Identify Metal*'s Prerequisites should list *Seek Earth*
* *Identify Plastic*'s Prerequisites should list *Seek Plastic*

**P. 231.** On the *Spell Table*:

* Change the prerequisites for *Mud Jet* to "Sand Jet and Create Water, or Create Earth and Water Jet"
* *Permanent Machine Possession* should have an asterisk, as it is a VH spell

**P. 234.** On the *Spell Table*: *Shape Darkness* has a Prerequisite Count of 3, not 350.

**P. 235.** On the *Spell Table*:

* Change the Energy of *Snow* to "1/15#/S".
* Change the Duration of *Stone to Flesh* to Instant.

**P. 236.** Under *Tide*, change the Energy entry to "1/30/S".

**P. 237.** Under *Waves*, change the Energy entry to "1/60/S".