

# Earthdawn Fourth Edition

## Errata, Clarifications, and FAQs

*Last Updated 27 May 2019*

### Player's Guide

#### Karma, Page 37

**Clarification:** One Karma Point can be spent per test per potential “source” that grants the adept the ability to spend Karma on the test. For these purposes, each talent, spell, or thread item counts as an individual source. The adept’s Disciplines count as one source; the adept may have multiple Karma abilities from their Discipline that could be used for a test, but can only use one of them. For example, a Fifth Circle Warrior/Fifth Circle Weaponsmith who crafted their own pole axe can only spend one Karma on the Damage test, despite having two Karma abilities that apply. However, a Seventh Circle Beastmaster attacking with Claw Shape and Down Strike could spend three Karma on the Damage test: one from Claw Shape, one from Down Strike, and one from their Fifth Circle Karma ability.

#### Unused Attribute Points, Page 61

**Clarification:** Additional Maximum Karma gained through unused Attribute Points is unaffected by Circle and racial Karma Modifier. This is a one-time static value. For example, Beispiel is a dwarf (Karma Modifier 4) with one remaining Attribute Point, which raises their Maximum Karma to 5 as a First Circle Example ( $4 \times 1 + 1$ ). Upon becoming a Second Circle Example, their Maximum Karma is 9 ( $4 \times 2 + 1$ ).

#### Death Rating, Page 64

**Clarification:** If a character follows multiple Disciplines, only their highest Circle is used to determine Death Rating.

#### General Skills, Page 71

**Erratum:** Only Novice-tier skills can be purchased at character creation with starting skill points. The line stating this was omitted in layout.

#### Personality Traits, Page 73

**Erratum:** The example personality traits are referred to in the text but not included: “Sample Personality Traits: Aggressive, Aloof, Altruistic, Ambitious, Amoral, Apprehensive, Argumentative, Astute, Attentive, Bloodthirsty, Bold, Charismatic, Chivalrous, Cold, Compassionate, Compassionless, Condescending, Confident, Conniving, Conservative, Courageous, Courteous, Cowardly, Creative, Cruel, Cunning, Curious, Cynical, Depraved, Dignified, Disciplined, Dishonest,

Drunkard, Easy-going, Eloquent, Energetic, Extroverted, Fanatical, Follower, Forgiving, Friendly, Generous, Good-humored, Gracious, Greedy, Gullible, Honorable, Humorless, Idealistic, Immature, Immoral, Insightful, Insulting, Intellectual, Intense, Intimidating, Intolerant, Introverted, Intuitive, Irrational, Jealous, Judgmental, Kind, Lazy, Liar, Logical, Loner, Loyal, Lustful, Malcontent, Manipulative, Militant, Miserly, Mocking, Moral, Naïve, Obsessive, Opinionated, Optimistic, Overbearing, Paranoid, Passionate, Patient, Persuasive, Pragmatic, Protective, Proud, Rational, Reactionary, Realistic, Reasonable, Rebellious, Reserved, Resourceful, Rude, Sadistic, Sarcastic, Selfish, Sensitive, Sentimental, Shrewd, Spontaneous, Superstitious, Suspicious, Sympathetic, Treacherous, Vengeful, Witty.”

#### Troubadour, Page 111

**Clarification:** The Third Circle Karma ability can be used on Knowledge tests.

#### Danger Sense, Page 137

**Clarification:** If Danger Sense is being used to avoid Surprise (like in an ambush), the adept makes an Initiative test as normal, they do not use the Danger Sense result as their Initiative. Even if they do not end up acting before the ambushing attackers, the adept does not suffer the penalties associated with Surprise and may use defensive talents like Avoid Blow.

#### Fireblood, Page 146

**Clarification:** Fireblood costs a Recovery test, but is *not* a Recovery test. It does not benefit from any effects that improve Recovery tests (e.g. booster potions or the Heat Food spell) and Discipline abilities that allow Karma to be spent on a Recovery test.

#### Item History, Page 155

**Clarification:** This talent must be used on all thread item ranks, even if there isn't a Deed and/or Key Knowledge associated with the rank.

#### Shield Bash, Page 166

**Clarification:** This talent is not compatible with Second Weapon.

#### Spot Armor Flaw, Page 169

**Clarification:** This talent is not compatible with spells.

#### Sprint, Page 169

**Erratum:** This talent should be “Skill Use: Yes (Journeyman)” not “Skill Use: No”.

#### Steel Thought, Page 170

**Clarification:** If Steel Thought is used successfully, it only affects the character using the talent. Other targets of the effect do not benefit from Steel Thought (unless they have and successfully use

it themselves). This talent cannot be used to negate any ongoing effects, unless a test against Mystic Defense is made.

#### Tactics, Page 172

**Clarification:** This talent and skill can be used on a group of player characters, but all characters involved must follow the the commander's plan at all times. The "plan" should be something more substantive than simple "hold the line". Determining what is suitable to constitute a "plan" should be an agreement between all parties involved, as this talent/skill should be useful, but not overpowered.

#### Wood Skin, Page 181

**Clarification:** When Wood Skin's effect wears off, it takes damage equal to the result with it. For example, if Beispiel's Health Ratings are increased by 13 due to Wood Skin, up to 13 damage is removed when it wears off.

#### Wound Balance, Page 181

**Clarification:** Wound Balance can be used while flying, whether by the character's own power (e.g., a windling), a spell (e.g. Flight), other some other means.

#### Durability Improvement with Thread Magic, Page 230

**Clarification:** When Durability is improved through the use of thread magic (e.g. pattern items or thread items), the adept's highest Circle is effectively increased by the bonus for determining their Durability. For example, Beispiel has a Band of the Elements, which gives them +1 Durability. Their highest Circle is in Example (Circle 7). This improves them to Circle 8 for the purposes of determining their Durability.

#### Spellcasting Sequence, Page 256

**Clarification:** Unless otherwise noted in the spell description, spells cast against multiple targets (whether the spell does so normally, or is enhanced to do so through extra threads) determine their success (and number of successes) based on the highest Mystic Defense of all targets. Targets must be designated before the Spellcasting test is made.

Unless otherwise noted, if an area-of-effect spell has a sustained effect, any valid target that enters the area after the spell has been successfully cast is subject to the persistent effect, regardless of their Mystic Defense. Once cast, the spell effect is "real" and cannot be ignored.

*Example: Beispiel casts Blizzard Sphere (page 281) on a group of bandits. Four of them are in the initial area of effect. The highest Mystic Defense in the group is 8. Beispiel's Spellcasting test must succeed against a DN 8 for the spell to be cast, and the number of successes (to determine any potential bonus duration) is measured against that DN. Beispiel's Spellcasting result is a 9, the normal spell duration applies (their Spellcasting rank in rounds -- 5 for this example).*

*On round three, a Wizard who is part of the gang enters the area covered by the Blizzard Sphere's sustained area of effect. Even though her Mystic Defense is a 10, she suffers the movement penalty and*

*any potential damage from Beispiels Effect test that round (modified by armor as normal). She might have been better off trying to use her Dispel Magic talent to remove the effect!*

#### Air Armor, Page 271

**Erratum:** “Increase Effect (+1 Physical Armor)” should be “Increase Effect (**+2** Physical Armor)”.

#### Elemental Spear, Page 281

**Clarification:** Water spear costs a Recovery test and is a Recovery test. However, it does not benefit from any effects that improve Recovery tests (e.g. booster potions or the Heat Food spell), but Discipline abilities that allow Karma to be spent on a Recovery test can be used.

#### Grove Renewal, Page 282

**Clarification:** Grove Renewal costs a Recovery test, but is *not* a Recovery test. It does not benefit from any effects that improve Recovery tests (e.g. booster potions or the Heat Food spell) and Discipline abilities that allow Karma to be spent on a Recovery test.

**Clarification:** Any healing reduction from Wounds applies to each round of healing (i.e., if a character has one Wound, they only heal 3 damage each round of the effect during combat, and cannot benefit from it outside of combat).

#### Metal Wings, Page 287

**Clarification:** If the character suffers a Wound, they must still make a Knockdown test. If they are knocked down, they fall (see *Player’s Guide*, p. 399).

#### Soulless Eyes, Page 321

**Clarification:** Intimidation can be found in the *Gamemaster’s Guide*, p. 147. The bonus can be applied to Frighten and Steely Stare tests at the gamemaster’s discretion; the spell wasn’t explicitly designed to do so, but it’s fun and there aren’t any balance issues that result from this application.

#### Astral Sense, Page 342

**Erratum:** “A magician may attempt to cast spells on a target they astrally sensed, even if they cannot otherwise see the target, if the spell allows it (e.g., Mystic Shock).”

#### Giant Size, Page 353

**Clarification:** +4 bonus to Strength and Toughness-related tests (including Damage, but not healing, such as Fireblood and Recovery tests).

#### Flight, Page 353

**Clarification:** If the character suffers a Wound, they must still make a Knockdown test. If they are knocked down, they fall (see *Player’s Guide*, p. 399).

## Gamemaster's Guide

Poison, Page 171

**Clarification:** Creatures with natural poison use any mechanics in their entry for poisons and are explicitly *not* weapons coated with poison. Most creatures require a special maneuver to use their Poison power.

Band of the Elements, Page 208

**Clarification:** See the entry for “Durability Improvement through Thread Magic” above.

Unrequited Wave, Page 241

**Erratum:** The Rank 5 Key Knowledge should read, “Learn the Name of who the weapon was created for.”

Spelling, Page 245

“...while a party of eight Seventh Circle characters would handle a pair of hell hounds without breakage a sweat.” The underlined word should be “breaking”.

Omitted Text, Page 246

“...the gamemaster should take the capabilities and power of the group [into account]”. The bracketed text was omitted.

Crocodile, Page 272

**Erratum:** Under “Death Roll”, “Bite and Hold” should read “Grab and Bite”.

Demiwraith, Page 276

**Clarification:** “Frozen” indicates the target’s Movement Rate is reduced to 0.

Firebird, Page 285

**Errata:** The game statistics for the creature are wrong. Here are the correct numbers:

Challenge: Journeyman (Seventh Circle)

DEX:	9	Initiative:	15	Unconsciousness:	53
STR:	6	Physical Defense:	16	Death Rating:	59
TOU:	6	Mystic Defense:	15	Wound Threshold:	9
PER:	7	Social Defense:	15	Knockdown:	6
WIL:	7	Physical Armor:	7	Recovery Tests:	2
CHA:	7	Mystic Armor:	7		

Movement: 2 (Flying 18)

Actions: 2; Bite: 16 (20), Claws x2: 18 (18)

Griffin, Page 294

**Erratum:** Dive (5) should be Dive (10).

Ice Flyer, Page 303

**Erratum:** Ice Shackles (14) should be Ice Shackles (10).

Relan, Page 329

**Erratum:** Substitute the host's *mental* statistics with the relan's, not the host's physical statistics.

Shadowmant, Page 334

**Clarification:** A shadowmant must use the Poison Stinger special maneuver to use its Poison power.

Tiger, Page 346

**Erratum:** Tigers are suitable as animal companions.

Wolf, Page 355

**Erratum:** Movement rate should be 16.

Wolf, Ethandril, Page 356

**Erratum:** Enhanced Sense [Other]: The bonus in the text should match the provided Step, +6.

On Different Types of Horrors, Page 452

**Clarification:** Unless stated otherwise, assume Horrors are not dual-natured. Astral or physical-natured should be clear from the description of the Horror.

Plague, Page 477

**Erratum:** The Disease power is listed as Step 14 in the name and Step 10 in the text. Step 14 is correct.

Dread Iota, Page 490

**Erratum:** The text makes reference to "Karma Tap", this should be changed to "Karma Boost". It is also missing the following powers:

*Horror Mark (16, Standard):* In addition to the normal effects, marked characters develop a subconscious compulsion to expose others to their bodily fluids (and the dread iotas within), commonly through poor hygiene.

*Karma Boost:* This may be used on tests to resist Degeneration.

# Earthdawn Companion

Swordmaster, Page 35

**Erratum:** The Tenth Circle Discipline talent should be “Defensive Posture”, not “Defense”.

Weaponsmith, Page 41

**Erratum:** The Thirteenth Circle Defense Bonus should be “Physical”, not “Mystic”.

Wizard Eleventh Circle Karma, Page 42

**Clarification:** The Karma ability allows an additional extra thread. The thread must be woven; it does not come pre-woven. The “normal requirements” encompasses everything for extra threads, including the need to successfully weave them. This grants an additional extra thread in cases where the adept would not normally get any (e.g., learning spells from other Disciplines through Versatility).

Champion Challenge, Page 50

**Clarification:** If a third party unaligned with either group (for example, an independent diplomat or negotiator) interferes with the challenge, there is no effect from the talent. The magic does not recognize them or impose any penalties on the participants.

Lion Spirit, Page 59

**Erratum:** It should read “... Mystic and Social Defense...”

Vital Strike, Page 78

**Erratum:** This talent is not limited to close combat, it can also affect similar ranged attacks, such as using Missile Weapons and Throwing Weapons. It does not affect Spellcasting or similar abilities.

Knacks [Standard Effects], Page 77

**Errata:** Knacks with “Standard Effects” listed at the beginning of the text entry provide the standard effect(s) of the associated talent in addition to the effect(s) of the knack. Knacks without “Standard Effects” listed at the beginning of the text entry provide only the effect(s) of the knack, none of the talent’s effect(s) apply.

Acrobatic Recovery, Page 78

**Erratum:** “Standard Effects.”

Control the Tempo, Page 78

**Erratum:** “Standard Effects.”

Foresee Aggression, Page 80

**Erratum:** "Standard Effects."

Take the Hit, Page 81

**Erratum:** "Standard Effects."

Mobile Interference, Page 82

**Erratum:** "Standard Effects."

Push Against the Horror, Page 82

**Erratum:** "Standard Effects."

Intimidating Bellow, Page 83

**Erratum:** Should be "Skill Use: Yes (Journeyman)"

Other Sense, Page 85

**Erratum:** "Standard Effects."

Savage Limbs, Page 87

**Erratum:** "Standard Effects."

Spider Climb, Page 88

**Erratum:** "Standard Effects."

Accompaniment, Page 91

**Erratum:** "Standard Effects."

Telling the Tale, Page 92

**Erratum:** "Standard Effects."

Astral Survey, Page 93

**Erratum:** "Standard Effects."

Cold Case, Page 93

**Erratum:** "Standard Effects."

Efficient Armor Forging, Page 94

**Erratum:** "Standard Effects."



Efficient Weapon Forging, Page 95

**Erratum:** "Standard Effects."

Improvised Weapon, Page 99

**Erratum:** "Standard Effects."

Improved Improvised Weapon, Page 99

**Erratum:** "Standard Effects."

Tail Weapon, Page 100

**Erratum:** Skill Use is missing. Should be "Skill Use: No"

Flare, Page 101

**Erratum:** Skill Use is missing. Should be "Skill Use: No"

**Erratum:** "Standard Effects."

Point-Blank Shot, Page 101

**Erratum:** "Standard Effects."

Precise Shot, Page 102

**Erratum:** "Standard Effects."

Claw Riposte, Page 103

**Erratum:** "Standard Effects."

Astral Stealth, Page 110

**Erratum:** "Standard Effects."

Traceless Stride, Page 110

**Errata:** "Standard Effects."

Returning, Page 114

**Erratum:** Skill Use is missing. Should be "Skill Use: No"

Throw Anything, Page 115

**Erratum:** Skill Use is missing. Should be "Skill Use: No"

**Erratum:** "Standard Effects."

Glide, Page 116

**Erratum:** “Standard Effects.”

Consumables (Poison), Page 135

**Erratum:** The EDN for hemlock should be 12, not 13.

Alchemical Item Design Table, Page 140

**Erratum:** There should not be an orichalcum entry for consumables in the “Base Cost” section.

Poison Design Table, Page 143

**Erratum:** The entry for “Base Rank” should indicate “Step” not “Step 5”.

Example Enchanting Patterns, Pages 153-175

**Errata:** Due to versioning errors, there are discrepancies between the sample recipes provided on these pages and the item creation guidelines earlier in the chapter. This is most obvious with some of the sample thread items and the table on page 144. When there is a discrepancy, the tables earlier in the chapter take precedence over the expanded examples.

Elemental Divining Rod, Page 158

**Clarification:** The cost is 2000 silver, weight is 2, and availability is very rare.

Bracers of Firewind (Wind Bracer), Page 189

**Erratum:** The secondary effect for Thread Rank 7 (“...makes a WIL+6 test for Air Bolt.”) is already present at Thread Rank 4. At Rank 7, the secondary effect should be “...gains a +5 to Avoid Blow with Wind Shield.”

Truefang, Page 238

**Clarification:** Deadly Bite can only have one additional success applied to it.

Jacoti, Albino, Page 286

**Clarification:** The albino jacoti is affected by Difficult Terrain and Fog Cloud.

Kharefya, Page 290

**Erratum:** The Aquatic power should have the following text added: “Kharefya can breathe underwater.”

Kotiili, Page 288

**Erratum:** Kotiili have 2 Recovery Tests.

Leech, Titan, Page 290

**Erratum:** The Aquatic power should have the following text: "Titan leeches can breathe underwater."

Mandrake, Page 293

**Erratum:** The Damage Step for the mandrake's claw attack should be 12, not 2.

Spider, Kaer, Page 293

**Clarification:** The Web Trap power entangles victims.

Swamp Thresher, Page 316

**Erratum:** The Aquatic power should have the following text: "Swamp threshers can breathe underwater."

Dil'kava, Page 372

**Clarification:** Dil'kava is an undead Horror construct.

Shadow, Page 389

**Erratum:** The Movement Rate is 12.

Gnasher, Deepcrawler, Page 417

**Erratum:** The DN for escaping the *Long Tendrils* power is 10 (the Horror's Strength Step).

## Questors

Questor of Dis, Page 141

**Erratum:** The Rank 12 Mystic Armor bonus should be +2, not +1.