



ERRATA & FAQ V1.0

CREDITS

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SPECIAL THANKS TO

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Welcome, Heroes, to the *Talisman Adventures Errata and Frequently Asked Questions* file. Here players can find not only errors that have crept toadlike into the books but also replies to common questions we get about the game, or areas we'd like to discuss and clarify beyond what page restrictions allow. If you have any items that you think need correcting or that you'd like to see included here, please email us at:

TalismanRPG@pegasus-web.com

This is version 1.0 of this document. Updates will have changes marked in **red**.

ERRATA

CORE RULEBOOK

OVERALL

There are instances of tests described as "Difficult" level. These should be "Challenging" instead.


PLAYER'S GUIDE

CHAPTER 2; RULES OF THE GAME

Page 34, Tests:

Add the following to the end of the paragraph "Note in some cases a Strength of Craft test is called for. In these cases you use the listed attribute, Strength or Craft, instead of an aspect. If the number equals or exceeds the Difficulty, the test is a success."

Page 36, Special Kismet Effects sidebar:

Replace the first paragraph with "Many Special Abilities (and some Special Qualities of magic items) require you to spend Light Fate to activate them. However, some Special Abilities (and Special Qualities) are only activated when you roll of a 6 on the Kismet Die, as indicated by a  in the ability's description. When this happens, you can choose to either keep the Light Fate token generated, or you can immediately use it to trigger the Special Ability (you cannot do both)."

Page 40, Assist:

Replace the first paragraph with "You can take an action to assist another character when they're in combat (either with a combat or non-combat skill) or when they're taking an action (like casting a spell, recovering Life, or lifting a heavy object) where the GM agrees it is reasonable; this is called an assist action."

Page 41, Attack, Melee:

Under the Extraordinary Success results, replace "stun your opponent" with "stun your opponent (suffer -4 penalty on all tests next round)"

Page 41, Attack, Psychic:

In the first paragraph, replace the last sentence with "Psychic attacks always ignore armour, and unless stated otherwise have a range of 10m."

Under the Extraordinary Success results, replace "stun your opponent" with "stun your opponent (suffer -4 penalty on all tests next round)"


Page 42, Attack, Ranged:

Under the Extraordinary Success results, replace "stun your opponent" with "stun your opponent (suffer -4 penalty on all tests next round)"

Page 45, Defense Tests:

Replace entry for Extraordinary Success with "**Extraordinary Success:** You take no damage. The Game Master may allow you to inflict limited damage on the attacker, especially in melee or during psychic combat. You generally cannot use Light Fate to activate a Special Ability, although the Game Master can allow this in certain circumstances."

Page 46, Armour:

Add the following to the end of the page "Note that if a character has natural armour as the result of a special ability that does not cost  to activate, this armour heals at a rate of 1d6 points per day."

Page 47, Armour Chart table:

Replace with the following:

ARMOUR CHART

Armour Types	Armour Points	Agility Penalty
Clothes	0	0
Leather	3	0
Hardened Leather	6	-1
Chain	9	-2
Scale	12	-3
Plate	15	-4
Shield	*	-1

* See **Shields** for details on the effects of a shield.

CHAPTER 3: CHARACTERISTICS AND SKILLS

Page 51, *Unskilled Tests*:

Replace the last sentence with "Some tasks (Artisan, Heal, Lore, Sleight of Hand, Spellcasting, and Tinker) cannot be attempted if you don't have the proper skill (though those without Spellcasting can still attempt to use scrolls)."

Page 51, *Skills table*:

Replace "Decipher (Wits)" with "Decipher (Wits, Insight)"

Replace "Entertain (Wits, Insight)" with "Entertain (Wits, Insight, Agility)"

Replace "Notice (Wits)" with "Notice (Wits, Insight)"

Replace "Spellcasting (Wits)" with "Spellcasting (Wits, Insight, Resolve)"

CHAPTER 4: ANCESTRIES


Page 58, *Forge Iron Special Ability*:

Strike the words "mastercrafted weapons" from this paragraph.


Page 60, *Ghoul*:

Replace "Culture" with "History."

Page 66, *Troll*:

Replace the Regeneration Special Ability with "**Regeneration**: All trolls can regenerate. When you roll a  during combat, you may immediately spend it to regenerate 1d6 Life or 1 Wound. Out of combat, you regenerate 1d6 Life or 1 Wound per hour."

Page 78, *Quarry Special Ability*:

Replace the last paragraph with "Alternately, you can use a full action and spend  to choose one creature you can see as your Quarry."

CHAPTER 5: CLASSES

Page 80, *Sorceress*:

Replace the Familiar entry with:

You gain a familiar spirit as a Follower (see **Chapter 3: Followers** of the *Game Master's Guide*) which takes the shape of a small animal, pixie, or imp. Roll 1d6 and consult the table below to determine its shape. You may instead work with your Game Master to create something new and strange for your familiar spirit.

Roll 1d6	Result
1	Cat
2	Dog
3	Crow
4	Rat
5	Pixie
6	Imp


You gain the benefits as described for the familiar spirit follower, plus the following:

- You gain a +1 bonus to tests using **Notice** and two other Skills of your choice while the familiar is close by. Your familiar moves and perceives as the animal it resembles.
- Your familiar knows one basic Arcane, Mystic, or Nature spell, which it teaches to you as an Enduring Spell. You can learn and cast this spell as if it were an Arcane spell.


CHAPTER 6: CHARACTER CREATION AND ADVANCEMENT

CHAPTER 7: ADVANCED SPECIAL ABILITIES


Page 97, *Greenwise*:

Replace the second sentence with "When you roll a Notice or Survival test in an area that is *not* a settlement, underground, or in a desert, you get a bonus die, and if you roll  on that test, you sense subtle paths that open the way for you."



Page 102, *Wellspring of Power*:

Replace the Improved version with "**Improved**: Your maximum spell points and Light Fate increase by an additional 2. When you are in a chapel, the Temple, or a place of worship fitting to your priesthood, each  that you spend restores 1 spell point to you and restores 1 spell point to a creature of your choice within 100 metres."

Page 102, *Intuition of Magic*:

Replace the second sentence with the following: "At the start of your turn, as a free action you can spend  to determine how many PCs or NPCs within 20 metres have spells memorised or granted."

Page 104, *Night-Bonded Soul*:

Replace the second paragraph with "Your soul is mystically joined with the night. From dusk till dawn, your maximum Life increases by 5, and you can see in total darkness as easily as you do in bright light. During the night, you can use an action and spend any amount of your ; for each  you spend this way, you regain 3 Life."


Page 106, Fated:

Add the following to the Improved entry "This cannot be used to regain consciousness while unconscious, only to prevent becoming unconscious."


Page 106, Spellbinder

Replace the second paragraph with "You have learned to bind spells into objects, such as parchment or jewelry. You can spend 8 hours of work and 3 gold to create a magic item that stores one use of a Basic Arcane spell. Anyone can use the item, but no one can learn the bound spell. Once used, it's no longer a magic item, it may or may not be destroyed, and it costs the full amount to bind another spell into it. You can maintain a number of these items equal to your Craft."


Page 108, Con Artistry:

Replace the second paragraph with "A sucker's born every minute. The more they think they're taking advantage of you, the easier it gets to take advantage of them. When you roll a  as part of a Bargain or Evaluate test while interacting with a merchant, you can choose to swindle the target for an extra 1d6 gold. When you're buying something, however, you can't reduce the gold you pay below 1, and you can't swindle a target for more money than they have. Your target realises that they've been swindled after a number of days equal to 1d6 + your Craft score."



Page 108, Headless:

Replace the second paragraph with "You prefer to charge headlong into battle, never counting the cost. You can spend  and let a creature you're attacking in melee deal its combat damage as if you rolled a Failure on your attack test. If you follow it with a Melee attack test that has any grade of success, you can roll an additional damage die while wielding a one-handed weapon or two additional damage dice while wielding a two-handed weapon. If your attack test is a failure, you suffer no additional damage."

Page 110, Grim:

Replace the second paragraph with "You have been disillusioned by your many hard-fought battles. When you would suffer an ill effect because of your alignment, spend  to make a special Moderate Difficulty test to resist it. Each degree of success allows you to ignore that ill effect for one hour."

Page 111, Tireless Study:

Replace the second paragraph with "You often have a musty old tome or crumbling scroll in hand. When you memorize your spells, you can spend   to select an additional Enduring spell from the spells you know. This remains Enduring until the next sunrise or sunset."

CHAPTER 8: EQUIPMENT

Page 115, Armour table:

Replace padded armour (light) protection with "2."

Replace leather armour (light) protection with "3."

Page 116, Tools and Market Goods table:

Add the following entry "Book; Cost: 3–10 gold; Load: 1 load, Features: A bound collection of tales, songs, poems, or drawings."

Page 117, Tools and Market Goods table:

Replace the Spellbook entry title with "Spellbook (also Songbook, Prayer Book, Runestones)" and the cost to 20 gold.

Replace the Spellbook Features entry with the following:

"Sorcerers and wizards use spellbooks to record their spells. Other spellcasters have their own unique versions; minstrels use songbooks, priests employ prayer books, and druids record their spells carvings and engravings known as runestones.

Any known spells are recorded in the book and may be memorized up to the character's limit. Spellbooks are inherently magical and cannot be easily destroyed. For the purposes of destructive magics, they are considered magic items. Even when made from the most brittle paper, they can survive floods and fires. However, dragonfire or continual exposure to magical fire might destroy a spellbook."

CHAPTER 9: MAGIC AND SPELLS



Page 120,

In the first paragraph, replace "A non-spellcaster who doesn't have the Spellcasting skill suffers the appropriate penalty when attempting the test (see **Unskilled Tests** in **Chapter 3: Characteristics and Skills**)" with "A non-spellcaster who doesn't have the Spellcasting skill suffers a -2 penalty when attempting the test."

Page 129, Slow Motion:

Replace the second paragraph with "You can slow an Enemy's movement. Choose a creature you can see. If the Spellcasting test is successful, the target's movement Speed is reduced by half, and the creature's Threat is reduced by -2. PCs suffer a -2 penalty to all combat related tests they attempt. These effects last for a number of rounds equal to your Craft. Although slowed, the target can take actions that do not require movement as normal."

Page 133, Evil Eye:

Replace the last sentence with "However, they can still use Special Abilities that are activated with a  or a .

Page 139, Divine Intervention:

Replace "Difficulty (Threat)" with "Defence Test: Strength; Difficulty (Craft+14)"

Page 139, Drain Life:

Replace "Difficulty (Threat)" with "Defence Test: Craft; Difficulty (Craft+14)"

Page 139, Obliterate

Replace "Difficulty (17)" with "Defence Test: Craft; Difficulty (Craft+14)"

GAME MASTER'S GUIDE


CHAPTER 1: TELLING A STORY

CHAPTER 2: STRANGERS AND ALLIES

CHAPTER 3: ENEMIES


Page 177, Giant Beetle:

Replace first sentence of Devour special ability with:

 **Devour:** Instead of inflicting damage after a successful attack, the giant beetle can devour one of the target's Followers.

Page 177, Giant Fly:

Replace first sentence of Spread Disease special ability with:

 **Spread Disease:** Instead of inflicting damage after a successful attack, the giant fly can attempt to infect the target with a foul disease.

CHAPTER 4: FOLLOWERS

Page 159, Talismonger:

Add the following to the entry:

Strength: 2, Craft: 5, Life: 12

Page 167, Camel:

Replace Weak Conditions entry with "**Extreme Conditions (Weak):** A camel can travel in extreme heat without water for up to one month."

Page 167, Crow:

Replace Flying entry with "**Flying (Average):** This Follower can fly, ignoring rough terrain."

Page 168, Earth Elemental:

Replace Stalwart entry with "**Stalwart (Average):** Spend 1 Loyalty. The elemental can reduce damage to any single target from one source; the amount cannot exceed the elemental's Strength."

Page 168, Followers:

Add the following entry:

GNOME

A tiny, gnome who is very helpful.

BENEFITS

Direction Sense (Strong): Spend 1 Loyalty. The Follower grants you a bonus die for Guide tests in hills and mountains.

Concealing (Average): Spend 1 Loyalty. The Follower trails behind you in hills and mountains, concealing signs of your passage from any trackers.

Skillful (Weak): Grants a +1 bonus to a Lore test.

Strength: 1 Craft: 4

Life: 7

Max Loyalty: 5

Restore Loyalty: Restore 1 Loyalty per 1 gold worth of gemstones given to the gnome.

Page 170, Junior Thief:

Replace the Pickpocketing entry with "**Pickpocketing (Strong):** Spend 1 Loyalty. The thief picks the pocket (or pouch) of a Stranger who is otherwise engaged or distracted. Of course, the thief can only use this benefit on an Enemy or Stranger with noticeable pockets or pouches."

Page 170, Messenger Pigeon:

Replace Homing entry with "**Homing (Weak):** When you obtain this Follower, set a home destination. If you spend 1 Loyalty, the Messenger Pigeon can travel between your character and its home destination without fail, carrying a short message on a piece of paper. You can change the homing location after you spend one week in that new location training the pigeon."

Page 173, Spirit:

Replace Strength and Craft entries with "**Strength: 1, Craft: 7.**"

Page 173, Stag:

Replace Charge entry with "**Charge (Average):** Spend 1 Loyalty. The stag increases the damage from your next successful attack by an amount equal to its Strength."

Page 173, Wolf (or Attack Dog):

Replace the Intimidating entry with "**Intimidating (Weak):** Spend 1 Loyalty. Having the creature at your side gives you a +2 bonus to an Intimidate test against a Stranger or Enemy."

Page 179, Lion

Replace the special ability Failure with "**Failure:** The target is stunned by the roar and has a -4 penalty to all tests next round."

Page 193, Spirits:

Replace the last two sentences of the first paragraph with "Any character can initiate a psychic attack against an Enemy that has the Incorporeal benefit even if they do not possess the Psychic skill or the Psychic Assault Special Ability. Note that in this case it is an unskilled test."

Page 205, Fire Elemental:

Replace the Flame Form entry with:

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect the elemental normally.

Page 205, Water Elemental:

Replace the Benefits and Banes section with:

Incorporeal: Nonmagical weapons cannot inflict their normal damage on an incorporeal creature; however, a character using a nonmagical weapon can still inflict an amount of damage equal to their psychic damage modifier. Magical weapons, spells, and psychic attacks affect the elemental normally.

Water Form: Water elementals can fit through any opening or penetrate any structure that is not waterproof.

CHAPTER 5: ADVENTURING

Page 214, Watcher:

Add the following to the first paragraph: "If there is no assigned Watcher, the character with the highest Notice (Wits) makes the test with a -2 penalty."

CHAPTER 6: REWARDS

CHAPTER 7: DEATH'S MESSENGER

APPENDIX II: ENEMIES AND STRANGERS

Page 265, Level 8–10 Encounters table:

Replace "3" entry with "Lich (1) and Skeletons (2d6)"

CHARACTER SHEETS

Page 288, Human Sorcerer Character Sheet

Replace Light Crossbow and Staff damage values under Weapons section with 1d6+2.

FREQUENTLY ASKED QUESTIONS

Q: If you have the Spellcasting skill you can cast any spell, but if you cast a spell of your focus do you just add +2 like everything else?

A: That is correct. You can use the Spellcasting skill to cast any spell from a scroll or as a granted spell. But you can only learn and memorize spells if you have the Spellcasting special ability, so usually if you are a Wizard, Sorcerer, Druid, etc. If you have a Spellcasting focus (such as Arcane or Nature), then you get a +2 when casting spells of that school.

Q: Is it possible to have more than one bonus die added to a test?

A: No. It's often dangerous to give an absolute on a reply, but there should never be a situation where this is possible.

Q: Can you repair padded armour?

A: Yes, just like any artificially made armour it can be repaired.

Q: Does armour granted from a spell count as natural armour, and can it heal?

A: It does not, and it cannot.

Q: I don't understand how burning spells work. It says it removes the Spell from memory and you have to relearn and memorise the spell. Does this really mean that you lose it from your spellbook in addition to losing it from your memory? Actually I am also not sure what the advantage of an Enduring Spell actually is.

A: If you burn a spell either deliberately or accidental, you lose memory of the spell. It takes one hour of time to re-memorize the spell if you have access to your spellbook.

Enduring spells have a couple advantages.

1) After a long rest you automatically regain the spell. If it's not an enduring spell you would have to spend another hour relearning it.

2) You get your Enduring spell back even if you don't have access to your spellbook.

If you want to make Enduring spells a little better, allow them to come back after a short rest.

Q: What is the difference between the Spellcasting skill and the Spellcasting special ability of the various classes?"

A: The biggest is that the Spellcasting skill is needed to cast most spells. The exception is spells cast using scrolls, or granted spells — neither of these require the caster to have this skill.

There's a bit more too. A character who doesn't have the Spellcasting skill suffers a -2 penalty (in addition to not being able to add an aspect) when attempting the test to cast a spell from a scroll (assuming it has been deciphered first).

A character who only has the skill but not the ability could cast a spell from scroll, or a granted spell (given them by a special ability of a Stranger for example) - but couldn't memorise spells or learn new ones

Q: Is how to calculate the value to use for "physical damage modifier" actually called out anywhere? Additionally, is the value used just always the Strength value, even for Bows etc? Or does it use the most appropriate aspect for the action, e.g., Agility (Ranged) or Brawn (Melee)?

A: It's indeed Strength for melee and ranged combat (and most spell attacks too). See page 49 of the core rulebook, "Strength is your overall physical prowess; it's used for determining physical damage inflicted" and also in the Strength header, plus page 39 under Inflicting Damage (especially in the example).

Q: Is there a specific order in which Guide and Watcher tests should be made?

A: It's really up to the players and the GM. Sometimes for narrative reasons (or because of some particular planned encounters) the GM might ask the players to do one before the other, for example. Overall, like other areas of the game such as combat, we encourage GMs to let the players take the lead in this area!

Q: How far is <location 1> from <location 2> on the map of the Realm?

A: As mentioned on page 212 of the core rulebook, we didn't want to specify a scale on the map. Instead, we wanted to make the world your own so that players can make it as large or as small as they desire in their games.

For those wanting some values to start from, though, every 2.5cm (or 1 inch) of distance in the map of the Realm in the core rulebook can be approximately 40 kilometres or 25 miles.

Q: What's the difference between Psychic Assault and just using the Psychic skill?

A: What Psychic Assault does is allow the character to initiate a psychic attack on anyone. A character without Psychic Assault cannot initiate a psychic attack on any other type of enemy except Enemies who have the Incorporeal benefit.

If a character has the Psychic skill but not the Psychic Attack Special Ability they can only use that skill as a defensive action (when receiving a psychic attack) or when attacking an Incorporeal foe.

Q: What's the average height or weight of <ancestry>?

A: The Character Creation Supplement is an excellent guide to the typical range of height, weight, and other attributes, but always feel free to work with the GM to fashion characters outside the standards!

*You can download a copy of this supplement here:
https://pegasus-web.com/media/pdf/e1/99/90/Talisman_Adventures_Character_Creation_Supplement_v1-0.pdf*