

# WITCHCRAFT

## Mystery Codex Errata

**Page 26:** The name of the Addict Drawback has been changed to Addiction. This change was made in WC 2nd Edition. The Drawback remains the same, just the name has been changed.

**Page 28:** The Age Quality was slightly revised from the publication of Mystery Codex and WitchCraft, 2nd Edition, to account for further playtester comments. The language between the two books is different (it's slightly better in WitchCraft, 2nd Edition), and a "downside" feature was added. For those with WitchCraft, 2nd Edition, use the description of that book. For those with only Mystery Codex, the following paragraph should be added to the Quality:

Age is not without its drawbacks, however. Over time, enemies and secrets are accumulated, and these always seem to outlast friendships and renown. For each level of Age, the character must take one level of either Adversary or Secret and gains no character points for these Drawbacks.

**Page 42:** Under Skills Point Calculations, Character Type, the Bast should receive 15 points. Bast are not classified as Gifted or Lesser Gifted.

**Page 44:** Increased Essence Pool costs 1/2 point per level, or 1 experience point for 2 additional Essence Points.

**Page 93:** The Phantasm Researcher should have Contacts: Twilight Order 2, not 22.

**Page 166-167:** The Flesh Chitin Power has a duration of 1 minute. After that time, a new Task and expenditure of Essence is required.

**Page 172:** Activating the Dragon Strike Power costs an action. If a character wishes to activate and strike in the same Turn, each is a separate action. Thus, the strike suffers a -2 penalty in accordance with the multiple action rule on page 143 of the WitchCraft main rulebook. The -1 penalty discussion is incorrect.

**Page 199:** Dr. Torrence Wilson should have the Gifted Quality listed among his Qualities and Drawbacks.

**Page 212:** The Skill Type for Veterinary Medicine should be Normal, not Special.