

ERRATA

This document contains the errata for *Draw Steel* products created by MCDM. We will be updating products regularly to include these changes. For any product you purchase from us, you'll receive the updated PDF of that product when we make the changes.

This document was last updated on November 14, 2025.

Heroes Version 1.0

Multiple Pages, Formatting and Typos: Multiple formatting mistakes and typos fixed.

Multiple Pages, Links: Many links, including the table of contents, do not work.

Page x, Glossary: Advance Move Action: In the definition, the Advance move action is incorrectly identified as a main action.

Page xi, Glossary: Double Edge: Cut "l" after "more edges and no banes applies to a power roll."

Page xiv, Glossary: Pull: Change "forced moved" to "forced movement."

Page xiv, Glossary: Push: Change "forced moved" to "forced movement."

Page xiv, Glossary: Restrained: Change "forced moved" to "force moved."

Page xiv, Glossary: Slide: Change "forced moved" to "forced movement."

Page xiv, Glossary: Stability: Change "forced moved" to "force moved."

Page xv, Glossary: Timescape: Change "know" to "known" in "also know as manifolds."

Page xv, Glossary: Vertical: Cut "(though not into the ground)."

Page xv, Glossary: Vertical: Change "forced moved" to "forced movement."

Page 5, Natural Roll: Adding and adjusting the text to say, "When you roll a natural 19 or 20 on a power roll, it is always a tier 3 result regardless of any modifiers, and on certain types of power rolls, this is a critical hit."

Page 6, Spending Hero Tokens: In the last bullet point of this section, "Recovery value" should be "recovery value."

Page 8, Echelons of Play: Add the word "heroes" after "hometown" in 2nd paragraph.

Page 24, Ancestry Measurements table: Change polder height to 3'3"-3'6".

Page 33, The Wode Defends: The tier 3 result effect "slowed" should be "restrained."

Page 56, Extant Languages: Change the first sentence in the second paragraph to read, "The languages on the Languages by Ancestry table are the most common languages actively spoken and signed by significant populations of people in Orden."

Page 70, Heroic Abilities: Delete a repeated instance of the word "it," change the word "sill" to "still" and add "a" in the first sentence before the word "heroic ability."

Page 71, Melee: Add "or object" after "a creature" in the first sentence.

Page 71, Wall: Cut the second instance of, "the wall. A creature or object must be within the area to be targeted by a wall ability."

Page 75, Critical Hit: Change "additional action" to "additional main action" in the first paragraph.

Page 77, Bleeding: 1st paragraph, last sentence should change to: "This Stamina loss can't be prevented in any way, and only happens once per action."

Page 77, Grabbed: Change "so that both creatures are no longer adjacent to each other" to "so that both creatures are not adjacent to each other" to make it clear that creatures don't need to start adjacent to each other in order for the grab to break.

Page 91, Your Allies Turn On You: Change the effect to read "While the target is slowed this way, each of their allies who starts their turn within 5 squares of them must use a free maneuver to make a free strike against the target. Additionally, while the target is slowed this way, each of their allies within 5 squares of them who can make a triggered free strike against a different creature must make the free strike against the target instead."

Page 102, 2nd-Level Domain Abilities table: The "Feature" column should be labeled "Ability."

Page 104, Blessed Domain: Change the first phrase to, "Whenever you gain piety from a domain effect."

Page 110, Blessing of the Fortress: Change "no target can approach within 5 squares of you" to "no enemy can approach within 5 squares of you."

Page 150, Relentless Nemesis: "Effect:" should say, "Until the start of your next turn, whenever the target finishes moving or being force moved, you can use a free triggered action to shift up to your speed. You must end this shift adjacent to the target."

Page 155, Ice Pillars: Power roll should add Intuition and not Reason.

Page 179, Goaded: Change the entire entry to read, "You have learned to leverage your marked foes' psychology and goad them into acting before they're tactically ready. Whenever a creature marked by you uses a strike that targets you or any ally within your line of effect, you can use a free triggered action to change one target of the strike to you or another ally within your line of effect. The new target must be within distance of the ability and within line of effect of the creature using it."

Page 187, Clarity Outside of Combat: Add this sentence to the end of the second paragraph, "Whenever you use an ability with a strain effect outside of combat, you can take 1d6 damage and incur the effect if you don't incur it for other reasons."

Page 195, Exothermic Shield: Change "attempts uses" to "uses."

Page 203, Troubadour Quick Build Skills: Change Skills to be: Brag, Flirt, Read Person, Rumors

Page 221, Ranger: The Ranger kit outfits you with medium armor, not light armor.

Page 221, Shock and Awe: Change the name of this ability to be "Raider's Awe."

Page 234, Animal Form: Change "can't use actions" to "can't use main actions."

Page 266, Size and Space Diagram: "Servitor Battle Walker" should be labeled "Servitor War Walker."

Page 267, Movement: Change "the move action" to "the Advance move action."

Page 268, Burrowing Forced Movement: Change "as is if were air" to "as if it were air."

Page 269, Falling: Cut "(see Falling below)."

Page 274, Main Actions: Cut "catch your breath," from "You can also use your main action to catch your breath, help another creature regain Stamina ..."

Page 274, Charge: Clarify that you normally can't jump during as part of the movement you make during the Charge action.

Page 290, Zola Honeycut Negotiation Stats: Change patience to 4.

Page 291, Negotiation in Action: Change the 2 to a 3 in, "The Director notes that Zola's interest drops to 1 and her patience drops to 2."

Page 291, Negotiation in Action: Change “remains at ” to “drops to” in, “Because Linn appealed to a motivation, Zola’s interest increases to 2, and her patience remains at 2.”

Page 302, Nova: Change “3 area” to “3 burst” in distance entry.

Page 307, Improve Control: Change “You can gain this benefit only once for any ability” to “An ability can only be improved this way once.”

Page 310, Fishing Events table: Change “hard Might test” to “medium Might test” in event 9.

Page 318, Telemagnet: This treasure can affect any target within line of effect.

Page 326, Gravekeeper’s Lantern: Change “tablet” to “lantern.”

Page 337, Mortal Coil: Change “additional action” to “additional main action.”

Page 344, The Harder They Fall: Change action type from “action” to “main action.”

Page 358, Stakros the Engineer: Change “Kalas Mithral” to “Kalas Valiar.”

Page 361, Saints and Domains table: Change “Ripples of Honey on a Golden Shore” to “Ripples of Honey on a Shore of Gold.”

Page 365, Thellasko the Great Designer: Second to last paragraph is missing a period at the end.

Page 383, Test Outcomes: Change “grant a boon” to “grant an edge.”

Monsters Version 1.0

Multiple Pages, Formatting and Typos: Multiple formatting mistakes and typos fixed.

Page 3, General Keywords: The Soulless keyword should be added with the following entry, “Soulless creatures do not have a soul, and are generally those who are created by another creature, such as many constructs, undead, and war dogs. There are a few abilities or other rules in the game that can only affect creatures with souls. Soulless creatures are immune to these effects. Likewise, if a rule only affects a creature without a soul, soulless creatures are the only valid targets for such effects.”

Page 31, Ajax the Invincible: “Caelia” is spelled incorrectly in “the emperors of Caelia.”

Page 33, Ajax: I’ve Learned their Tricks: This ability should have the Area keyword.

Page 37, Angulotl Tactics: “24-EV Homeguard Scouts” should be “27-EV Homeguard Scouts.”

Page 40, Animal Traits: Web: This ability should have a 2d10 + highest characteristic power roll.

Page 43, Predator B: Wild Swing: This ability should have a 2d10 + 2 power roll.

Page 43, Predator A: Natural Weapon: The tier 3 potency should be “M2” and not “M1.”

Page 43, Predator B: Natural Weapon: The tier 3 potency should be “M2” and not “M1.”

Page 43, Predator B: This should be a level 2 creature.

Page 45, Arrix: Claw Swing: The arrix can have up to two targets grabbed at once with this ability.

Page 45, Arrix: Dirt Devil: This ability should have a 2d10 + 3 power roll.

Page 47, Ashen Hoarder: Impale: This ability should have a 2d10 + 4 power roll.

Page 49, Basilisk Tonguesnapper: Petrifying Eye Beams: The 17+ result’s potency should be A < 2.

Page 57, Chimera: Overture of Destruction: This ability should not have a power roll.

Page 62, Bendrak: Vanish: This ability should not have a power roll.

Page 68, Lumbering Egress: Blood of the Abyss: The 17+ result’s potency should be R < 4.

Page 86, Aeoloxria the Uncanny: Elevate: This ability should not have a power roll.

Page 88, Lydixavus the Deadeye: Immunity should be Cold 6.

Page 89, Phrrygalax the Subduer: Immunity should be Fire 6.

Page 90, Dorzinuuth the Base: Roaring Gambit: This ability should not have a power roll.

Page 90, Dorzinuuth the Base: Snap, Crackle, Pop: This ability should not have a power roll.

Page 90, Dorzinuuth the Base: Wings of Second Wind: This ability should not have a power roll.

Page 97, Gloom Dragon: Breath of Brume: This ability should not have a power roll.

Page 97, Gloom Dragon: Visions in the Dark: The dragon can immediately make a free strike against one creature (doesn’t have to be an ally).

Page 99, Crucible Dragon: Hammer and Anvil: Add this sentence to the end of the effect: “The dragon loses their ability to fly until they use Thermodynamic Flight again.”

Page 100, Omen Dragon: Souls of the Broken: This ability should have a 2d10 + 5 power roll.

Page 103, Meteor Dragon: A Hero Faces the Void: This ability should have a 2d10 + 5 power roll.

Page 107, Dwarf Launcher: Sleep Grenade: This ability should have a 2d10 + 2 power roll.

Page 109, Dwarf Trapper: Steam-Powered Snare: This ability should not have a power roll.

Page 120, High Elf Quiver: Otherworldly Grace: The last sentence of this entry should be changed to read “That effect instead ends at the end of their turn.”

Page 120, Wode Elf Guerilla: Don Not Hesitate in the Wode: The target entry for this ability should read “Self and each minion in their squad.”

Page 153, Gnoll Malice: Bloodpool: When this feature turns an abyssal hyena into a gnoll marauder, the marauder has 7 Stamina.

Page 158, Gnoll Carnage: Shrapnel Whip: In “Effect” add the word “targeted” after the word “ally.”

Page 163, Goblin Warrior: Bury the Point: The 17+ result’s potency should be M < 2.

Page 165, War Spider: Web: This ability should have a 2d10 + 2 power roll.

Page 167, Griffon: Crack the Earth: This ability should have a 2d10 + 2 power roll.

Page 174, Hobgoblin Grandguard: Thunder Rush: Change the “Effect” entry to read, “Each target is pushed up to 10 squares in the same direction, and the grandguard shifts into the area left behind by the targets.”

Page 182, Human Guard: The “With Captain” entry should provide a +2 bonus to speed.

Page 184, Human Blackguard: Zweihander Swing: This ability should have a 2d10 + 3 power roll.

Page 184, Human Bandit Chief: Whip and Magic Longsword: This ability should have a 2d10 + 3 power roll.

Page 184, Human Bandit Chief: Kneel, Peasant: This ability should have a 2d10 + 3 power roll.

Page 184, Human Bandit Chief: Lead from the Front: Add “regardless of their speed” to the end of the first sentence.

Page 188, Kingfissure Worm: Tearing Recoil: This ability should not have a power roll.

Page 192, Kobold Legionary: Gladius: The distance for this ability should be “Melee 1.”

Page 192, Kobold Legionary: Shield Bash: This ability should have a 2d10 + 2 power roll.

Page 194, Kobold Centurion: Concentrate All Fire on That Hero: Delete the “3 Malice” entry.

Page 194, Kobold Centurion: Shield? Shield!: This trait’s entry should read, “While adjacent to an ally who also has this trait, the centurion has stability 3, has cover, and grants cover to allies.”

Page 195, Shieldscale Drangolin: This creature should have the Beast and Kobold keywords (not Humanoid).

Page 195, Shieldscale Drangolin: Erupt: This ability should have a 2d10 + 2 power roll.

Page 197, Lightbender: Hypnotic Mane: This ability should have a 2d10 + 2 power roll.

Page 197, Lightbender: Piercing Tails: This ability should have a 2d10 + 2 power roll.

Page 197, Lightbender Pouncer: Illusory Feint: This ability should have a 2d10 + 2 power roll.

Page 201, Lizardfolk Deathrex: Death Roll: This ability should have a 2d10 + 3 power roll.

Page 203, Manticore: Harrying Claws: This ability should have a 2d10 + 4 power roll.

Page 203, Manticore: Trumpeting Howl: This ability should have a 2d10 + 4 power roll.

Page 205, Medusa: Stone Puppets: Should not have a power roll and three tiers of outcome.

Page 205, Medusa: Venomous Spit: This ability should be a triggered action that costs 2 Malice to use.

Page 207, Minotaur: Goring Horns: This ability should have a 2d10 + 2 power roll.

Page 207, Minotaur Sunderer: Disemboweling Horns: This ability should have a 2d10 + 2 power roll.

Page 207, Minotaur Sunderer: Fearsome Bay: This ability should have a 2d10 + 2 power roll.

Page 210, Ogre Goon: People Bowling: This ability should have a 2d10 + 2 power roll.

Page 210, Ogre Juggernaut: Hrraaaaaagh: This ability should cost 1 Malice.

Page 210, Ogre Juggernaut: Horrible Bellow: This ability should have a 2d10 + 2 power roll.

Page 211, Ogre Blue Blood: Defiant Anger: This ability should be called “Royal Anger” and have the following new entry, “The blue blood has damage immunity 2 while their squad has three or fewer minions in it.”

Page 211, Ogre Tantrum: Excessive Anger: This ability should have the following new entry, “The tantrum has damage immunity 3 and speed 8 while their squad has two or fewer minions in it.”

Page 212, Olothec: There is a missing sidebar that should be on this page:

SLIME SERVANTS

Slime servants are creatures who have been changed through the powers of the olothec. Their flesh devolves into a translucent primordial state, and they lose their memories and sense of self, becoming a slime servant NPC who is loyal to the olothec. The slime servant retains all their original statistics and gains the following traits:

Being of the Deep. The slime servant can breathe air and water. Additionally, they can automatically swim at full speed while moving.

Dulled Mind. The slime servant can’t be frightened or taunted.

Servant Senses. The olothec can sense anything the slime servant senses, and if the slime servant can speak, the olothec can speak through their body.

Only technology from the upper worlds, particularly products of evolutionary advancements made by the voiceless talkers, can restore a slime servant’s memories and return them to their original state.

Page 213, Olothec: EV should be 96.

Page 213, Olothec: Slime Spew: The power roll tier icons are out of order.

Page 218, Orc Eye of Grole: Presence score should be +2.

Page 218, Orc Eye of Grole: Elemental Discharge First Instance: This is a signature ability that should not cost 3 Malice.

Page 218, Orc Eye of Grole: Elemental Discharge Second Instance: This ability should be called “Power Burst.” Its 17+ result should deal 8 damage instead of 3.

Page 220, Orc Terranova: Sinkhole: This ability should have a 2d10 + 2 power roll.

Page 225, Radenwight Malice Features: Trouser Cut: This feature’s keywords should be Melee, Strike, Weapon.

Page 226, Radenwight Redeye: Eyes-On-Me Shot: This entry is missing the following text after the power roll, “**Effect:** One ally of the redeye within 2 squares of the target shifts up to 2 squares.”

Page 232, Revenant: Vengeance Mark: This should be usable as a maneuver.

Page 237, Rival Null: Agile Stride: The tier 2 potency effect should be 8 damage instead of 11.

Page 242, Rival Talent: Control Synapses: The target can make a free strike against one creature of the talent’s choice.

Page 243, Rival Elementalist: The World Consumes: This ability should not have a power roll.

Page 244, Rival Fury: Death Grip: The damage should be 17 for tier 1, 24 for tier 2, and 30 for tier 3.

Page 245, Rival Tactician: This creature’s Presence score should be +3.

Page 242, Rival Talent: Override: The target can make a free strike against one creature of the talent’s choice.

Page 247, Shambling Mound: Tether Down: This ability should have a 2d10 + 4 power roll.

Page 251, Time Raider Nemesis: Golden Scythe: The distance entry for this ability should be “Melee 2.”

Page 252, Time Raider Vertex: Split Space: This ability should not have a power roll.

Page 264, Ghost: Spirited Away: While affected by this ability, a creature can only fly horizontally (not vertically).

Page 271, Koptourok: Inhale: The power roll tier icons are out of order.

Page 272, Vampire Lord: This creature is missing the Vampire keyword.

- Page 277, Rhodar Von Glauer: Vengeance of Rhul:** This ability should cost 2 Malice.
- Page 284, Servok Builder: Sputter:** This ability should have a 2d10 + 4 power roll.
- Page 284, Servok Builder: Wrecking Ball:** This ability should not have a power roll.
- Page 294, Lord Syuul: See Only Me:** This ability should not have a power roll.
- Page 294, Lord Syuul: Tentacle Grab:** Lord Syuul can grab up to four creatures at once with this ability.
- Page 299, War Dog Malice Features: Fire for Effect:** This feature should not have a power roll.
- Page 306, War Dog Hypokrite: Feign Death:** This ability should not have a power roll.
- Page 312, War Dog Firestarter: Enflame:** This ability should have a 2d10 + 4 power roll.
- Page 313, War Dog Prismite: Grasping Tonguetacles:** The war dog can grab an unlimited number of creatures at once with this ability.
- Page 316, Castellan Hoplon: Shield Warden:** This ability should have a 2d10 + 5 power roll.
- Page 316, Logistician Vesper: Portal to the Void:** This ability should have a 2d10 + 5 power roll.
- Page 343, Psionic Shard: Psionic Pulse:** This should have a Distance and Target entry that should both read, "Special."
- Page 347, Iron Dragon: Gout of Flame:** All three tiers of this ability should deal fire damage and not untyped damage.
- Page 349, Throne of A'An: Primordial Fire:** This ability should have a 2d10 + 3 power roll.
- Page 364, Gnoll Gnasher: Horrific Feast:** This ability should be listed as a triggered action.
- Page 365, Goblin Guide: Poison Blade:** This ability should not have a power roll.
- Page 370, Orc Charger: Relentless:** Cut "before dying" in the first sentence.
- Page 371, Radenwight Sidekick: Triumphant Squeak:** This ability should not have a power roll.
- Page 373, Troll Mercenary:** This ability should have a 2d10 + highest characteristic power roll.