



## ERRATA

Clarification of rules and other details – Also see <https://adventureslang.com/> or our Discord  
Updated 2/14/2026

**Page 60** – Optional Rule for water Kaqu. A water Kaqu cannot breathe underwater, however; A water Kaqu may make the Challenge Roll (Body) at decreased Difficulty Scale (DS) vs Suffocating.

**Page 61** – Of the Animals, top right. Though technically accurate, it is more technically accurate that Inpalizi was a **Selki** member of their Selku village.

**Page 64** - Lanplac Innate Ability: Creature Morph. The form the Lanplac chooses can be of creatures up to one size factor larger (SF 8) on Success, or two sizes larger (SF 12) on High Success.

**Page 82** - Wotanla Innate Ability clarification: Given the Wotanla's focus on mastercraft designs, prior to E3 the Wotanla can manifest one permanent item as a Woten. At E3 that ability/item goes away and is replaced with the master craft ability.

**Page 83** – Lore panel, upper right, below the Woten culture symbol replace the text with the following:

*“On the day of the Emergence the Woten began building the first Tower. On its day it shall be destroyed, and the second Tower shall be built until, on its day, it shall be destroyed, and the third Tower shall be built. When the third Tower is destroyed, the Woten shall become.”*

Woten prophecy, as told by Replicator from the base of the Tower, which shadows out the sky crystal, though its light should reach the Basin of Tears - *Inpalizi, Selki historian.*

**Page 115 – Under Chase Rules:** “Method: Subtract the Runner modifier from the Chaser modifier, even if it’s a minus, and apply the difference to the Chaser rolls in a best of five 1d4 roll offs. If the Chaser wins, begin combat. If the Runner wins, it escapes. Ties go to the Runner.”



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### New Chase Rules:

1. Add all Movement types together for the fastest Chaser on the chasing side.
2. Add all Movement types together for the slowest Runner on the running side.
3. Subtract the slowest Movement total from the fastest Movement total. For every 8ft. difference (rounded up), award a +1 modifier to the faster side.
4. Roll five (5) contested 3d4 rolls, adding the total roll together with the highest result winning. Triples awards +1 to the total. Ties go to the Runner.
5. Three of five successes wins the chase. If the Runner wins they escape; if the Chaser wins, begin combat.

The Seer may disallow certain Movement types based on environment (such as water in an arid setting; flight in tight spaces).

Example: Two andal i'shar are chasing a party of explorers. The andal have a ground Movement of 32ft. and a jump Movement of 16ft. for 48ft. total. The party all have 32ft. ground movement only (even though two of the party can also fly for an additional 16ft. Movement).

$48 - 32 = 16$  in favor of the andal for a +2 modifier (+1 per 8ft. difference). The rolls results for the andal vs the party are:

$5+2$  (7) to 7 (7) = 1st success for the party

$9+2$  (11) to (8) = 1st success for the andal

$9+2$  (11) to (9) = 2nd success for the andal

$7+2$  (9) to (4) = 3rd success for the andal and combat begins.

**Page 123** - Umult and Umniscyn are out of alpha order from each other

**Page 135** - Fauna Encounters there is a listing for Robber pigeons. The creature is not otherwise listed in the Bestiary. Here is the stat block:

Robber Pigeon

Armor: No

AF: None



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Injury Scale: 1      Dice Cache: 1

Primacy Scale: 2    Dmg Factor: 1

Language: N      Size Factor: 2 (under 1ft.)

Discipline(s): Body

Combat: Melee

Special: Theft

Movement: 8ft. ground, 28ft. air

Harvest: Feathers (O) | Value: 1 | Rarity: C | Quantity 2d4

Basic Actions:

Melee Attack: None

Special Actions:

**Theft:** When two or more robber pigeons act in tandem, one of the birds may attempt a Called Roll (Body) to snatch a small worn or carried item at a reduced Difficulty Scale. The victim is allowed a Challenge Roll (Body). If the attempt is unsuccessful the Seer makes a Reprisal check against the thieving pigeon.

**Description:** Robber pigeons are a particularly aggressive bird that uses a combination of distractions and stealth to steal various items of value for unwary travelers. Neither smart nor especially swift, these creatures are nonetheless cunning. Several robber pigeons may attempt to land on a target, plucking at their hair, nose, fingers, or clothing with seeming curiosity. Any of the birds may act as the actual thief, but only one will attempt the act in any group. Once the desired item is identified, the “robbery” takes place as one of the birds makes an aggressive attack on the object, pulling the item away with force as the rest



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of the birds flap distractingly in the target's face. Robber pigeons are somewhat ruthless in their effort and are known to tear piercings clean out of the skin in their violence. The creatures are a common nuisance in the wild, taking food, small equipment, and valuables from camps as well. Robber pigeon nests often contain a variety of valuables, and intelligent victims of their attacks sometimes track them back to their roosts for the chance to collect the additional goods.

**Page 153** - the Fate Wyrms harvest table should be at the end of the stat blocks, just above the \*notes (moved to page 154) rather than on the top of 153.

**Page 154** - Fate Wyrms ages for purposes of determining even and odd for gem calculations are:

1. WHELP - birth to eighth season
2. LAMB - eighth to 12th season
3. ADOLESCENT - 12th to 16th season
4. PRE-ADULT - 16th to 20th season
5. ADULT - 20th to 24th season
6. AGED - 24th to 28th season
7. VENERABLE - 28th to 32nd season

**Page 177** – Catcher Mice description: typo on the word “tables” (tabzles)