

BLUE ROSE

P.1: "Interior Art" entry:

Delete the final comma.

- Add "Stephanie Pui-Mun Law" to Interior Art header, as we use some of her original True20 BR covers in the interior.

P. 1: Add Chris Pramas to Second Edition Design credit.**P. 1: Add this line somewhere convenient:**

Adventure Game Engine (AGE) created by Chris Pramas.

P. 1: Somewhere in the credits, please add:

- Errata Assistance: Tim Emrick

P.3: Table of Contents, under "Chaper 7":

Change "Pirates Isles" to "Pirate Isles"

P.37: Right column, last bullet point:

Add the sentence: "You understand and can read Aldin plus one additional language of your choice."

p. 40: Insert a Speed bullet point in the Playing a Vata section, directly before the final bullet point. Should read:

- Your Speed is equal to 10 + Dexterity (minus armor penalty, if applicable).

P.41: "Background Descriptions" header:

Add the sentence "Also see the Wolf-Kin background on p.174." to the end of the final paragraph.

P.46: "Level 1" header:

Change the "Expert's Armor" to the following: "Side-step: You gain a +1 Defense when you are aware of an attack and not wearing armor."

p. 48:

Insert a "Level 17" header between "Heroes Armor" and "New Talent" under Level 16, so the New Talent is now under Level 17.

P.70: Left column:

Add the following sentence just above the "Talents" header: "In addition, the Tree-Climbing Talent can be found on p.230."

P.71: "Artificer" header:

Add the following to the body text, after "(see Arcane Items in Chapter 11)": Please add: "The following items can be created without a test unless the Narrator wants there to be a chance of failure."

- "Novice" entry: Add "This takes one day." at the end of the entry.
- "Journeyman" entry: Add "This takes three days." at the end of the entry.
- "Master" entry: Add "This takes one week." at the end of the entry,

P.82: "Commander":

Move this sentence from the Class prerequisites to the Novice section: "Also, Experts possessing this specialization may take the Command talent if they wish."

- "Diplomat:" Under Novice, change "andor" to "or".

P.84: "Knight Talent" header, "Journeyman" entry:

Change "...from the Lances groupgroup." to "...from the Lances weapon group."

P.88: "Sharpshooter":

The new Volley stunt should be presented in table form, as was done for Inspire for Commander (p.82) and Foretell for Seer (p.87)

P.89: "Spirit Dancer Talent":

Add the following to the end of the Requirements entry: "(Meditative)."

P.96: "Body Control" arcanum:

- "Sleeping" subheader: Add "TN 7 or 9" to the subheader. Also, change the following sentence: "...rest normally despite distractions or difficult conditions,..." to: "...rest normally despite distractions (TN 7) or difficult conditions (TN 9),..."
- "Slow Breathing" subheader: Add "TN 9" to the subheader



P.97: “Ignore Pain or Injury” subheader: Add “TN 11” to the subheader.

- “Body Awareness” subheader: Add “TN 11” to the subheader.
- “Resist Fear” subheader: Add “TN 11” to the subheader.
- “Speed Recovery” subheader: Add “TN 11” to the subheader.
- “Feign Death” subheader: Add “TN 13” to the subheader.
- “Overcome Disease or Poison” subheader: Add “TN varies” to the subheader

P.97: “Cold Shaping” arcanum:

Change “TN: 11” to “TN: Varies (see description)”;
Change “Fatigue: None” entry to “Fatigue: Test TN”

- “Frostbite” subheader: Add “TN 11” to the subheader. Also, change the following sentence: “With a successful TN 11 test...” to “With a successful arcana test...”
- “Freeze Water” subheader: Add “TN 9” to the subheader.
- “Reduce Fire” subheader: Add “TN 9” to the subheader.

P.98: “Shift Earth” subheader:

Replace the sentence starting with “With a successful arcane test,...” to the end of the paragraph, with the following sentence:

With a successful arcane test, you can move a 10-foot deep square of earth 150-feet on each side. Expanding the size of this square by 150-feet both in length and in width increases the TN by an additional +2. This can create a square of up to 900 feet on a side, at TN 19, the maximum increase for this arcanum.

P.99: “Ignite Fire” subheader:

Add “TN 13” to the subheader. Change the following sentence: “...on fire with a successful TN 13 Fire Shaping test.” to “...on fire with a successful arcana test.”

- “Increase Fire” subheader: Add “TN 10+” to the subheader.
- “Light” subheader: Add “TN 9” to the subheader.
- P.100: “Emotional Atmosphere” subheader: Add “TN 11” to the subheader. Delete the “TN 11” entry in the first sentence.
- “Truth Reading” subheader: Add “TN Opposed” to the subheader.

P.101: “Illuminate” subheader:

Add “TN 7+” to the subheader

- “Darken” subheader: Add “TN 9+” to the subheader
- “Images” subheader: Add “TN 11+” to the subheader
- “Invisibility” subheader: Add “TN 11” to the subheader

P.103: “Remove Psychic Influence” subheader:

Add “TN Opposed” to subheader

- “Alter Psyche” subheader: Add “TN 11 or Opposed” to subheader
- “Grabbing Creatures” subheader: Add “TN Defense” to subheader

P.104: “Striking with Objects” subheader:

Add “TN varies” to subheader

- “Moving Multiple Objects” subheader: Add “TN varies” to subheader
- “Identify” subheader: Add “TN 9” to subheader. Change text from “With a successful TN 9 test...” to “With a successful arcana test...”
- “Predict Weather” subheader: Add “TN 13” to subheader. Change text from “...and a successful TN 13 test...” to “...and a successful arcana test...”
- “Nature Knowledge” subheader: Add “TN 1” to the subheader. Change text from “...and a successful TN 11 test...” to “...and a successful arcana test...”
- “Active Reading” subheader: Add “TN varies” to the subheader.
- “Spontaneous Reading” subheader: Add “TN varies” to the subheader.

P.105: “Plant Growth” subheader:

Add “TN 7” to the subheader

- “Plant Healing” subheader: Add “TN 13” to the subheader. Change text from “...and make a TN 13 Plant Shaping test...” to “...and make an arcana test...”
- “Woodcrafting” subheader: Add “TN varies” to the subheader
- “Psychic Contact” header, 1st para: Change “...subject’s Perception (Psychic) or Psychic Shield test.” to “...subject’s Perception (Psychic) or Second Sight test.”

P.106: “Ejecting an Intruder” subheader:

Add “TN Opposed” to the subheader

- “Rapport” subheader: Add “TN None” to the subheader.
- “Deathcry” subheader: Add “TN None” to the subheader.

P.107: “Sense Arcana” subheader:

Add “TN 11 or Opposed” to the subheader.

- “Sense Psychic Contact” subheader: Add “TN Opposed” to the subheader.

P.108: “Read Arcane Signature” subheader:

Add “TN 13” to the subheader.

P. 109: "Spontaneous Visions" subheader:

Add "TN varies" to the subheader.

- "Danger Sense" subheader: Add "TN 11" to the subheader.

P.110: "Splash" subheader:

Add "TN 7" to the subheader.

- "Shape Flow" subheader: Add "TN 11" to the subheader. Change the sentence: "...with a successful TN 11 arcane test..." to "...with a successful arcana test..."
- "Lower Water" subheader: Add "TN 11" to the subheader. Change the sentence: "...with a successful TN 11 Water Shaping test..." to "...with a successful arcana test..."
- "Raise Water" subheader: Add "TN 11" to the subheader. Change the sentence: "...with a successful TN 11 Water Shaping test..." to "...with a successful arcana test..."

pp. 133-134, Rhydan Awakening; and pp. 134-135, The Company:

"Psychic Contact" does not need to be capitalized here.

P.134: "Rhy is for Rhyming" sidebar:

Bold the name "Plumtail" in the second paragraph of non-italicized text.

P.153: "Night Tearing at my Lover's Heart" sidebar:

Bold the following words in the non-italicized text:

- 15th of Atholon: Merisse, Society.
- 2nd of Maurenel: Master Desh (1st instance)
- 4th of Maurenel: Night's Embrace, King Hadleeth
- 23rd of Selenar: Selene's Circle

p. 154. Spirit Dancer Sects header:

Delete "(Chapter 3)" notation.

P.161: City of Aldis (map):

In the Map Key, "7. The Temple of Eternal Dance" should be "7. The Temple of the Eternal Dance"

p. 181, Gaelinir's Necklace header:

Change the sentence: "...roughly circular patch of water forty miles in diameter..." to "...roughly circular patch of water twenty miles in diameter..."

P.187: "Clever Cobbler Corae" sidebar:

Bold the name "Clever Corae" in the 1st para of non-italicized text.

- Bold the name "Plumtail" in the 8th para of non-italicized text.

P.189: Map:

Change "Marshae" to "Mashae"

P.198: "Hylan Kerris, Hierophant of Jarzon" sidebar:

Portrait shows eyepatch on right eye, but text (third paragraph) says he lost his left. Either flip image, or change text description.

p. 214, "Notable Refuge Characters" sidebar, Tren subheader:

Insert a space after the fourth sentence.

p. 215, The Stone Forest header:

In the fourth sentence of the second paragraph, "is thick shards of black glass with" should be "is thick with shards of black glass and".

P.221: "Leaves Fall and Grass Grows" sidebar:

In the non-italicized body, change the following italicized terms to bold please: Weeping Crag, River Three, Sister Groves, Sunward Vale

p. 222, The Doom of Faernia header:

The header should reach "The Doom of Faenaria".

pp. 230-231, The Forest Communion Ritual:

Change the following text: "At the end of the ritual, everyone who is either Light- or Twilight-aligned returns..." to "At the end of the ritual, everyone who has not embraced their Corruption returns..."

- Change all references to "Shadow-alignment" to "Shadow-taint(ed)" as appropriate for the sentence.

P.233: "Pirates Isles" header:

Change header to "Pirate Isles".

- Map Inset: Change "Marshae" to "Mashae"

P.235, Laren's Town header, third para:

Change the text: "...particularly uncomfortable with the practice of slavery..." to "...particularly uncomfortable with the practices of slavery..."

- Change the text: "...they will welcome a ship who's captain..." to "...they will welcome a ship whose captain..."
- "Ships of Aldea" sidebar, "Ships" subheader: delete the cost (in sp) at the end of each ship description.

p. 240: "Alurah, the Mother of Whispers" sidebar, second para:

Change the text: "...hindered her ability chase traitors..." to "...hindered her ability to chase traitors..."

P.261: First para:

Italicize "Shadows of Tanglewood"



P.264-265, One Hundred Adventure Ideas:

- #2, change "run" to "runs" ("couple" is singular).
- #100: Bold the last "0" in "100".

p. 269: "Adventures and Psychic Arcana" header:

In the first sentence, delete the space after "Mind Reading".

P.291: "Bandit Lords" header, right column:

Change the text: "Many of them have agreed a truce..." to "Many of them have agreed to a truce..."

P.296: "Leaving the Orchard" header, 2nd para:

Change the text: "Arcane attempts to escape fair little better..." to "Arcane attempts to escape fare little..."

P.306, Left column, 4th para: Change the text:

"...Intelligence (Arcana Arcane Lore)..." to "...Intelligence (Arcane Lore)..."

P.307: "Example" subheader:

Change the text: "...Intelligence (Arcana Arcane Lore)..." to "...Intelligence (Arcane Lore)..."

P.333, Dog [stat block]:

"Special Qualities" subheader; Loyal, "loves" should be "loved".

P.334, Raven:

Change "racking" to "raking".

P.335, Snake, Venomous [stat block]:

Delete "Stunt" from "Venomous Bite Stunt".

P.336, Snake:

Change "Vipers" to "Venomous snakes", to match the stat block (p. 335).

P.337, Rhy-fen [stat block]:

Under Echolocation, insert "the" before "absence".

P.338, Rhy-wolf [stat block]:

- Under Arcana, delete the comma at the end of the line.
- Add this: Note: At the Narrator's discretion, rhy-wolves running with normal wolves may access their Pack Tactics special quality.

P.344, Fey Noble [stat block]:

Under Inherent Power, "half" should be "halve".

P.345, "Beastfolk" header:

Change "massses" to "masses"

P.351, Wyvern [stat block]:

Under Poison Sting Stunt, delete the period after "encounter,".

P.353, Lich:

Threat level should be "Major," not "Moderate"

P.356, Vampire:

In the main text on p. 356, change "Some vampires are arise" to "Some vampires arise". Change the period at the end of that sentence to a semi-colon so that the next clause is not a fragment.

P.357, "Porphyria" sidebar:

Change all instances of the word "porphyria" to "fang sickness".

- 3rd para: Delete the space after "Self-Discipline".

P.357, Master Vampire [stat block]:

In the Weapon entries, delete the asterisk after "Bite"; there is no explanatory footnote given, and no other Adversary stat blocks use this notation.

P.360, Whisperer [stat block]:

Remove indentation from the last line of each column.

P.361, Envy:

Change "owntheir" to "own".

P.362, Pride:

Add a period to the end of this paragraph.

P.368: 5a, 5b. Servants' Room:

Change the text of this section to the following: "Bits and pieces of old, unremarkable furniture litter these rooms, presumably once having belonged to the manor's serving staff."

P.370, Fighting Dartis:

In the Stunts table, the "3" in the SP Cost column should not be bold, or blue.

P.371: "The Ebban Mask" sidebar:

Add the following bullet point:

- Characters in the thrall of the Mask gain the benefits of having Embraced their Corruption, even if they have not done so.

P.372, Journal Handout # 1:

There should be no line break after "their distance, but".

World Map (Poster Map):

"Pirate Isles" in the lower right hand corner: "Marshae" should be "Mashae"