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BLUFFSIDE ERRATA & CLARIFICATIONS

Title Page: We left some names off the credits.

Interior art: Todd Lockwood, Scott Purdy, Nathan Webb (spelling), and Brandt Peters (PEB should have been BEP)

Page 3: End of 2nd paragraph under Districts of Bluffside: *beginning* is misspelled.

Page 3: First paragraph middle column, middle of the paragraph, the word should be *adventures*, not *adventurers*.

Page 3: Second paragraph middle column, first sentence: Also included in the POIs is a list of regulars.

Page 5: First column, two-thirds of the way down, the word archeological should be spelled *archaeological*. While the first form is a correct spelling, it is not consistent with that used throughout the book.

Page 5: Middle column, half way down, there should be a period after *deeper* and before *Thieves*.

Page 5: Middle column, two-thirds down, ... trinkets from lesser ruins *in* the valley ...

Page 7: First column, first paragraph, steam gnomes are a race of *tinkers*.

Page 9: Third column, middle page under Vault: This, as well as its unusual *locale*, ...

Page 10: Third column, 2nd paragraph, *boards* should be *hordes*.

Page 10: Third column, starting at middle and through to bottom, *Old City* should always be capitalized.

Page 12: First Column, ... the *first floor* of the Palace ...

Page 16: Middle column, Description of Owner/Prominent Resident: ... endless line of actors making *his* way through the fledgling *theater*.

Page 19: First column, ... *therefore* illegal ...

Page 22: Third column, middle of page, ... majestic structure (delete *some*) with a deep ...

Page 24: First column, bottom, delete *Old City* from the end of the sentence that begins: For the most part, Old city residents saw ...

Page 26: First column, second sentence of description, delete second *message*.

Page 27: Illustration of Conflagration of Life & Death and Winged Death. The crevice in the ground should be placed between the two temples, not in front of them.

Page 29: First column, top, ... Like the *worship* of Carl, ...

Page 29: First column, lower middle, delete *seeking knowledge* from the sentence beginning with: Seekers of knowledge from around the world ...

Page 30: First column, end of *Law* paragraph should read "cause a lot of trouble."

Page 31: First column, last paragraph, sentence should read: "Take a Bow also has a special contract with wizards from the Wizard District, and can arrange for magical enhancement either at the time ..."

Page 31: Second column, second hook, the grand prize is a *magic* bow.

Page 31: Third column, 2nd paragraph of description, end, ... but most are *used* to it.

Page 32: Bottom of the first column, under Hooks, the first bullet, the name *Carl* should be replaced with *Denis*.

Page 32: Third column, 1st hook, reward for the return of his *son*.

Page 35: Second column, 1st hook, a wizard in need may be able to peruse one for a price. (delete *sorcerer* or)

Page 36: Third column, 2nd hook, death of the last leader and want to lure the party (delete *her*)

Page 37: First column, description of owner, 5' 10"

Page 38: Second column, 1st hook: a new initiate goes missing (delete *house*)



Page 38: Second column, 2nd hook: a messenger sent out (delete *was*)

Page 40: First column, end of first paragraph, making this district wide open and ripe (delete *a*)

Page 41: Third column, description of owner, where his ability *is* unknown, Brocail

Page 42: Third column, Description of establishment, and end of paragraph, insert (see *Appendix 9: Feats*).

Page 45: Second column, bottom of page, from the harbor below up *to* the Warehouse above ...

Page 46: CA1 is not pictured on the map. This was deliberate. CA1 is concealed.

Page 49: Middle of first column, second hook, *close-knit* is misspelled.

Page 49: Top of middle column, description of owner/prominent resident: delete the 1 after age.

Page 51: Third column, Description of establishment, The staff and reception areas are situated below for checking logs and *receiving* incoming goods,

Page 51: Third column, last paragraph: Mr. Longbottom has a darker side: he is the contact (delete *Though* and *also*)

Page 52: end of first whole paragraph, 60 feet around.

Page 52: middle column, middle paragraph, heavy oak doors and *thick* glass windows

Page 54: Third column, spelling for *Wendill* Upton throughout.

Page 55: Third column, second whole paragraph, end, This warning is issued in Common and *Goblin*.

Page 57: Middle column, first whole paragraph, end, In *particularly* rich veins,

Page 59: Third column, Flavor of Sordadon—The Look, The buildings and canals of Sordadon *reflect* its naval influence.

Page 64: First column, middle paragraph, a little over four feet tall *and is* nearly as wide.

Page 64: *Games at Fabil's* should be *Games at Tuirein Palace*.

Page 65: third column, Sojourn Fare, Pheasant with *leeks*

Page 74: Third column, bottom, leads *the* Order in Bluffside.

Page 75: First column, under Umbra Incognita, ensuring local business (delete at)

Page 75: Second column, under Umbra Incognita, many *leading* figures in Bluffside,

Page 75: Middle of first column, Farmland of Bluffside: add to end of paragraph “help to fill winter pantries.”

Page 76: Map Scale: Change to 1 inch = 50 miles.

Page 77: Middle column, end of first paragraph, hills nearby also *bold* numerous small halfling communities.

Page 77: Middle column, final paragraph, with a tower near Perten, is quite reclusive. (delete *be* and fix punctuation)

Page 77: Third column, Kirkwood paragraph, The town takes its *name* from Jacob Kirk,

Page 78: Third column, Waymicol, the colony grew into a small *thorp* of miners and support workers.

Page 78: Third column, Waymicol, There are also large tents where the miners sleep at night (delete *in*)

Page 82: Middle column, First paragraph, Many sang his *praises* during the Great Walk,

Page 102: Master Uribe's list of possessions should include a pair of Nevae Glasses, as these are referenced in his description on page 23.

Page 113: Adamantine Guardian statistics, delete all colons from Saves and Abilities entries. Delete *Range* from Advancement entry.

Heat Ray, guardian can fire two heat rays (delete *a*) ... *Each* target struck gets a Reflex save ...

Page 113: Balden, ... but lacks eyes or *a* nose and has bony ...

Page 114: Bay Guardian statistics, delete all colons from Saves and Abilities entries. Delete *Range* from Advancement entry.

Page 115: Slurry Eel statistics, Hit Dice 2d8+2 (14 *hp*), Initiative 2 (+2 Dex) (delete *-1 size*)

Page 115: Cave Eel statistics, Hit Dice 3d8+4 (24 *hp*), Initiative 5 (+5 Dex) (delete *-1 size*)

Page 116: Third column, Envelop (Ex) ... pack of tumbleweeds must cling to the target. (delete *be*)

Page 121: The actual class level of the Dragori-Nen subrace should be +1.



Page 123: First column, this race is prone to take up adventuring at some point before returning ... (delete *a* and *in their lives*)

Page 124: First column, Religion, ... have converted to more widespread faiths ...

Page 124: Middle column, +8 racial bonus to *Swim*

Page 125: First column, Adventurers, ... sixam contingent *guarding* Bluffside) ...

Page 125: Middle column, ... fly twice as long before making fatigue checks ... (delete *needing*)

Page 125: Example of Flight sidebar: ... fly at double speed for an hour, *and ends* up ... did not have to stop earlier *because* of ... they would only have had to make checks every (delete *have* and *each*) ...

Page 130: Middle column, Adaptable, he has a +2 bonus to (delete *modifier*)

Page 130: Third column, Acute Senses, in tune with *his* environment ... checks and enabling *him* to smell gas ...

Page 130: Uncanny Dodge, At *5th* level, the tunnel fighter can no longer be flanked.

Page 131: Tunnel Fighter table, Improved Vision (Low-light vision) at 1st level, Darkvision at 7th level.

Page 131: Disease Immunity: at *4th* level the tunnel fighter ...

Page 131: Date Item Saving Throw: *None*

Page 133: Improved Scribe is part of the Conjunction school, not Abjuration.

Page 134: The background provided for the sidebar Perpetual Motion: The Steam Gnome Way did not come out quite as we'd hoped, and obscures the text in a few areas. The entirety of that sidebar is provided here:

Perpetual Motion: The Steam Gnome Way

Motion is defined as movement between two locations. Motion is a relationship between two objects. *Perpetual motion* takes an existing motion, or motion potential, and makes it permanent. A small wheel attached to a piece of wood is spun, and then made permanent by this spell. The wheel will always spin. This spell cannot be cast on *just* a wheel or gear. The object affected must be attached to a stationary object. The caster must determine the torque of the item (fast spin, with low relative power, or slow spin, with high power).

A spinning wheel or gear can handle up to 20-lb. of pressure per caster level. That is, a spinning wheel could move an object weighing 400 pounds if cast by a 20th level wizard. Multiple objects with *perpetual motion* may be attached to a single larger object, combining their weight capacity.

A wheel or gear can spin up to 20 revolutions per minute. These revolutions are offset by the 20-lb. of force available. For each revolution, decrease the force by 1. A wheel with 20-lb. of force still has 1 revolution per minute. A wheel with 20 revolutions per minute, has a force of 1-lb. The wizard must choose the appropriate combination when casting the spell. Typical combinations could be 11-lb. of force/level, and 10 RPM, or 15-lb. of force/level, and 6 RPM. Revolutions per minute do not increase with caster level.

The concept of gear ratio also becomes a factor in determining the construction of the gear assembly placed in motion. A 20-ft. diameter wheel that spins at 20 revolutions per minute covers 1256 feet in a minute (circumference of the wheel x RPMs or $2\pi R \times \text{RPM}$), versus a 2-ft. diameter wheel at the same RPM covering only 124 feet.

For this reason, most gear assemblies that utilize this spell favor large gear ratios, and large wheels. This spell acts on the motion itself, and works completely independent of the size of the wheels or gears.

If the amount of weight acting on a wheel exceeds its allowance, it will stop. When the weight decreases to within its limits, it will resume spinning.

Page 135: Summon Shadows Range: Close (25 ft + 5 ft/2 levels)

Page 135: Charcoal/Graphite Sticks: quicker, less legible (delete *of*)

Page 136: Stethoscope: ... can also *be used to* open a combination lock. (delete rest of paragraph until *Weight*).

Page 137: Ehilim Skills and Feats, delete +54 *sp*

Page 137: Third column, bottom, ... like a noble in the current *fashions*.

Page 139: There is no granted power listed for the Entropy Domain. That entry should read as follows:

Granted Power: Once per day, you can issue a Touch of Entropy. This touch attack delivers 2/level + your Charisma modifier points of damage. You must specify the amount of damage intended before you attack. The target gets no save. This damage can be spread across multiple targets.

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