



While there are a variety of minor typographical and design errors in the *Artesia: Adventures in the Known World* Preview Edition that was available at GenCon 2005 (for which the author offers his deepest apologies), the primary correction that needs to be made is the table for the Invocations of Adjia, Goddess of the New Moon. The correct table is included below (and can also be found in the final hardcover version of *Artesia AKW* available in December 2005).

THE INVOCATIONS OF ADJIA

Epithet	Invocation	Effect	Duration
Luna	Open (my) Eyes to new things!	+ <i>n</i> bonus Levels to <i>Second Sight</i> Gift.	<i>n</i> hours.
	Bring new things into (my) life!	+ <i>n</i> bonus to (free) Foretelling roll.	Immediate.
	Open the door between the Worlds!	+ <i>n</i> bonus Levels to <i>Spirit-Walking</i> Gift.	<i>n</i> hours.
	Open the door between Dreams!	+ <i>n</i> bonus Levels to <i>Dream-Flight</i> Gift.	<i>n</i> hours.
	Bless (my) newborn!	+ <i>n</i> bonus to STAM Tests (for specified child).	One year.
	Watch over (my) child!	+ <i>n</i> bonus Levels to Ward against danger and harm (for specified child).	One year.
The Huntress	Help (me) find my prey!	+ <i>n</i> bonus Levels to Tracking and Awareness Tests.	One hunt.
	Forgive (me) for taking this life!	+ <i>n</i> bonus Levels to Casting Test during post-hunt Purification Rituals.	Next Purification Ritual.
	Bring this Spirit safely to the Underworld!	+ <i>n</i> bonus to animal Spirit's rolls on the Path of the Dead.	One day.
	Let (me) move like the wind!	+ <i>n</i> bonus to MOVE.	<i>n</i> hours.
Queen of Beasts	Let (me) walk through the wild without fear!	+ <i>n</i> bonus Levels to <i>Animal Mask</i> Gift.	<i>n</i> days.
	Let (me) speak with the beasts of your woods!	+ <i>n</i> bonus Levels to <i>Feral Tongue</i> Gift.	<i>n</i> days.
The Archer	Bring me a swift death!	Instant death if <i>n</i> > STAM (yourself only).	Immediate.
	Let (me) strike like lightning!	+ <i>n</i> bonus to DEX (including Initiative).	One combat.
	Avert your gaze, Deathbringer!	+ <i>n</i> bonus Levels to Ward against danger and harm.	One Moon.
The Initiator	Open the door! Open (my) Mind to wonders!	+ <i>n</i> bonus Levels to <i>Ecstasy/Ekstasis</i> Gift.	<i>n</i> hours.
	Show (me) what war is!	+ <i>n</i> bonus Levels to <i>Veteran</i> Gift.	One battle.