



A Guide and Rules System for Fantasy Roleplaying
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Clarifications: Classes

Progression Beyond 12th Level : In the Players Handbook, the class level progression is listed up to 12th level. There is, however, no limit to level progression. The experience point progression (EPP) for each class beyond 12th level is listed below. It is standard for each class and each level. For example, the fighter's EPP beyond 12th level is 250,000. This means that to go from 12th to 13th level, the fighter requires 250,000 EPPs. For that fighter to progress from 13th to 14th level, the fighter needs another 250,000 EPPs.

Fighter	250,000
Ranger	225,000
Rogue	125,000
Assassin	150,000
Barbarian	200,000
Monk	250,000
Wizard	250,000
Illusionist	150,000
Cleric	250,000
Druid	125,000
Knight	175,000
Paladin	300,000
Bard	175,000

Classes and Armors: Several of the classes have restrictions on the type of armor they can wear. These are listed in the class description. However, Class Reference Table 1 is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity with certain types of armor can not be expected to wear them and act without their abilities being

hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely the case that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they can not cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The rogue and assassin have variable effects as described in their class descriptions.

Class Reference Table I

Class	Armor	Shields	Helms
Fighter	Any	Any	Any
Ranger	Breastplate, chainmail, chain shirt, hide, leather, chain coif, leather coat, padded, ring mail, scale mail, normal helm, studded leather	Small, Medium	Leather
Rogue	Leather, leather coat, padded (and see class)	Small, Medium	Leather
Assassin	Leather, leather coat, padded (and see class)	Small, Medium	Leather
Barbarian	Chain shirt, hide, leather, leather coat, padded, ring mail, studded leather	Small, Medium	Any
Monk	None	None	None

Class	Armor	Shields	Helms
Wizard	None	None	None
Illusionist	None	None	None
Cleric	Any	Any	Any
Druid	Padded, leather, leather coat, hide	Any, Wooden	Leather
Knight	Any	Any	Any
Paladin	Any	Any	Any
Bard	Chain shirt, leather, leather coat, padded, ring mail, chain coif, studded leather	Small, Medium	Leather, normal helm

Cleric

The Weapon Selection ability for the Cleric does not mean that all clerics are limited to a single weapon that mirrors that of their deity. It is intended to mean that if the patron deity uses a specific weapon, then that cleric who worships it should be allowed (even encouraged) to use it or carry it in addition to the other weapons on their list.

The "deity weapon" can be a weapon that is NOT on the weapons allowed list (a battle axe for example). This is subject to the approval of the Castle Keeper.

Wizards and Illusionists

Spells per Day: The spells per day for level 20 wizards and illusionists are not found on the respective spells per day chart for these two classes. For level 20, they receive the following number of spells per day:

1st: 7 2nd: 7 3rd: 6 4th: 6 5th: 5 6th: 4 7th: 4 8th: 3 9th: 3

Spell Book: The number of spells that a wizard or illusionist has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast 4 zero level spells and 3 first level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing 4 zero level and 3 first level spells.

The spells in the spell book can either be chosen by the Castle Keeper, the player, agreement between the two or randomly (use the spell list charts on page 51 for wizards, page 52 for illusionists).

Clarification: Races

The bonuses for race and class abilities do not stack. The bonuses are not cumulative, and only the best bonus is used.

Elf: Elves receive a wisdom save on all spells and effects that would cause them to be charmed or fall asleep, even if the spell or effect does not allow a save.

Gnome: The Rogue and Assassin Listen bonus for a Gnome should be +3, not +2 as noted in the book.

The races described in the Players Handbook all age at differing rates. Elves and humans have significantly different

life spans. These are described below. Ages are given in years. The ages listed below denote the age at which that race enters that age category. For example, a 1001 year old elf is considered old. The ages listed below should be considered default ages but the Castle Keeper is encouraged to adjust them as fits their campaign.

When using the age of a character as a significant part of their background, the Castle Keeper should be aware of the significant impact on knowledge and perception having lived several decades or several dozen may have on a character. Further, a character's realization that they have only a few decades to live as opposed to several dozens of decades further impacts their personality

Racial Ages

Race	Middle	Old	Venerable	Age Limit
Human	35	53	70	+2d20
Dwarf	225	350	450	+2d%
Elf	500	1000	1500	+6d%
Gnome	175	260	350	+3d%
Half-Orc	30	45	60	+2d10
Half-Elf	100	150	200	+1d%
Halfling	50	75	100	+5d20

Errata: Classes & Races

p. 10: The second sentence in the second paragraph under Combat Dominance is incorrect and should be changed to "The kobolds are 1hd and have a d4 hit dice type."

p. 13: In the last sentence of the first paragraph, "penultimate" should be "ultimate".

p. 15: The last sentence in the description of Death Attack should probably be deleted as it does not seem to belong here. It reads "Additionally, disguises must be occasionally changed to remove suspicion." This sentence should probably be moved to the end of the Disguise ability on pages 16 and 21.

p. 18: In the last sentence of the last paragraph, predicting is misspelled as "preicting".

p. 20: In the third sentence of the second paragraph, employed is misspelled as "employe".

p. 21: Right after Sharp Senses heading, Wisdom is misspelled as "Wsdom".

p. 30: In the last sentence under Typical Classes, "tomaking" should be to making.

p. 39: In the last sentence of the third paragraph under Choosing a Deity, "when he must chooses" should be "when he must choose".

p. 39: In the last sentence of the fourth paragraph under Choosing a Deity, Castle Keepers is misspelled as "Caslte Keepers".

Clarification: Equipment

The following list contains those weapons which require two hands to use. Use of a two handed weapon means that both hands must be free to properly wield the weapon in question. You cannot use a shield while wielding a two handed weapon.

Melee Weapons

Axe, Two-Handed	Bardiche	Bec de Corbin
Bill/Billhook	Fauchard	Fauchard Fork
Flail, Heavy	Fork, Military	Glaive
Glaive	Guisarme	Halberd
Mace, Heavy	Partisan	Pick, Heavy
Pike	Ranseur	Scythe
Spear, Long	Staff	Sword, Bastard
Sword, Two-Handed	Voulge	

Ranged Weapons

Spear	Spear, Wolf	Trident
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Missile Weapons

Blowpipe	Bow, Long	Bow, Long Composite
Bow, Short	Bow, Short Composite	Crossbow, Light
Crossbow, Heavy	Harpoon	

Errata: Equipment

pp. 41-43: There are some errors in the equipment tables related to whether an item can be worn or not. There is also no listing of capacity for certain items, although rules for capacity are given on page 123.

Worn objects are listed with their encumbrance when carried. All Armor, Helms, Clothes, and some carrying items (backpacks, sacks, etc.) are wearable and reduce ENC by 1.

Some items have a capacity rating. Load bearing encumbrance items (backpacks, sacks, etc.) reduce the total encumbrance of all items carried within the item by 1. Load bearing items have a maximum capacity listed below.

Backpack	8 ENC	Sack, Large	10 ENC
Barrel	8+ ENC	Sack, Small	7 ENC
Basket	2 ENC	Tent	2 medium-sized beings
Bottle	1 ENC		
Bucket	3 ENC	Vial	1 ounce
Chest (empty)	4 ENC	Waterskin	3 ENC
Flask	1 ENC		
Kettle, Iron	3 ENC		
Mug/Tankard	1 ENC		
Pack, Shoulder	3 ENC		
Pouch, Large	2 ENC		
Pouch, Small	1 ENC		

The chart for Helms is missing:

Item	Cost	AC*	Weight	ENC
Coif, Leather	4 gp	+2	2 lbs.	2w
Coif, Chain Mail	15 gp	+4	5 lbs.	2w
Helm, Normal	10 gp	+5	4 lbs.	3w
Helm, Great	20 gp	+8	8 lbs.	4w

* The armor class bonus for helms only adjusts the armor class for blows that strike the head.

Some of the armors include helms at no additional cost.

Scale Mail includes a Leather Coif.

Chain Mail includes a Chain Mail Coif.

Plate Mail includes a Normal Helm.

Full Plate includes a Great Helm.

There is an error in the ENC listings for quivers of arrows and bolts. The ENC of a full quiver of arrows or bolts is 2, and that ENC is due to the quiver itself, as single arrows and bolts have a negligible ENC.

Clarification: Magic

In the Illusionist spell list, the full description of the 2nd level spell **Blindness/Deafness** can be found on page 85 as the reverse of the spell **Remove Blindness or Deafness**. **Remove Blindness or Deafness** is reversible by Clerics. Illusionists however cannot reverse **Blindness/Deafness** to function as **Remove Blindness or Deafness**.

Errata: Magic

pp. 44-100: There are a few errors in the spells section, starting with some missing spells.

Alter Self: This is a more powerful version of Change Self. As with Change Self, the caster can assume the form of a creature of the same type as the caster's form. However, the caster also gains extraordinary special attacks and qualities, such as darkvision, low-light vision, and so on. The caster though does not gain any supernatural abilities. **CT 1, R Pers, D 10 min/lvl, Sv none, SR no, Comp V,S**

Daze: This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. **CT 1, R 25 feet, D 1 round, Sv Int neg, SR yes, Comp V, S, M (pinch of wool)**

Detect Secret Doors: The caster can use this spell to find secret doors, hidden compartments and other such hidden areas specifically constructed to escape detection. After 1 round of concentration, the presence or absence of secret doors is revealed. After 2 rounds, the number of secret doors and their location are revealed. If the location is out of sight, the spell reveals what direction the secret item is in, but not its location. In subsequent rounds, up to the limit of the spell's duration, mechanisms or triggers for specific secret doors or compartments are revealed. This spell can penetrate barriers,

but 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt blocks the spell. **CT 1, R 60 ft, D 1 min/lvl, Sv none, SR no, Comp V,S**

Dispel Illusion: This spell ends ongoing illusions within an area, or counters another spellcaster's illusion. The caster must make a successful intelligence check against each illusion in the area of effect to succeed. Some illusions, as detailed in their descriptions, can't be defeated by dispel illusion. All illusions in the area of effect are affected. The caster automatically succeeds at the dispel check against any illusionist spell that the character cast, as long as the character is the same or higher level than when the spell was cast. **CT 1, R 150', AoE 30 ft x 30 ft x 30 ft, D permanent (see text), Sv none, SR yes, Comp V, S**

p. 48: In the third sentence of the first paragraph of the Spell Resistance section, "must make a check (1d20)" should be "must make an unmodified 1d20 roll".

p. 49: In the last paragraph of the Divine Focus (DF) description, delete the ranger, as rangers do not cast spells.

pp. 49-53: Several of the short spell descriptions suffer from a wandering colon. The error is noted first, and the correction second.

Cleric

First Aid Bandages: bleeding wounds

First Aid: Bandages bleeding wounds.

Light Object: shines like a torch

Light: Object shines like a torch.

Locate Object Senses: direction toward object

Locate Object: Senses direction toward object.

Dismissal Forces: a creature to return to native plane

Dismissal: Forces a creature to return to native plane.

Divination Provides:

Divination: Provides

Create Greater: Undead

Create Greater Undead:

Druid

Entangle Plants:

Entangle: Plants

Wizard

Web Fills:

Web: Fills

Cloudkill Kills:

Cloudkill: Kills

Feeblemind Subject's:

Feeblemind: Subject's

p. 49: In the Cleric spell lists, add **Sound Burst** to the list of 2nd level spells.

p. 50: In the 5th level Druid spell list, **Summon Beasts** should be **Summon Beasts or Plants**. In the 7th level Druid spell list, **Summon Magical Beasts** should be **Summon Magical Beasts or Fey**.

p. 51: Shield – In the 1st level Wizard spell list, the short description should read "raises AC" instead of "lowers AC."

p. 51: Haste – In the 3rd level Wizard spell list, change the short description to "Doubles move & number of attacks." The existing text is a holdover from the source material.

p. 51: In the 4th level Wizard spell list, **Ice Storm** and **Hallucinatory Terrain** are not in alphabetical order. **Hallucinatory Terrain** should be the ninth spell in the list, **Ice Storm** the tenth.

p. 52: In the Illusionist spell lists, **Message** and **Read Magic** have their spell levels reversed. **Message** should be a 0 level cantrip, and **Read Magic** should be a 1st level spell.

p. 52: In the 2nd level Illusionist spell list, the spell **Blindness/Deafness** should be renamed **Cause Blindness or Deafness**, in keeping with the naming convention given in the full spell description on page 85.

p. 52: Minor Image – In the 2nd level Illusionist spell list, delete "and thermal effects".

p. 63: Create Water – In the description, a sentence should be added saying that this spell cannot be cast on a living thing.

p. 63: Dancing Lights – The save is an Intelligence save, not Wisdom.

p. 65: Disintegrate – The material component is a lodestone and a pinch of dust.

p. 65-66: Dispel Magic – The duration is instantaneous, not permanent.

p.70: Globe of Invulnerability – The duration should be 1 round per level of the caster.

p. 70: Glyph of Warding – Delete "For example," at the end of the description of Blast Glyph.

p. 72: Hold Portal – The stat line is incomplete. It should be **CT 1, R 50ft, Target one portal, D 1min/lvl, Sv None, SR No, Comp V**.

p. 75: Know Direction – In the second sentence, this is misspelled as "thiss".

p. 76: Magic Aura – In the second sentence, similar is misspelled as "similar!".

p. 77: Magic Stone – The stat line is incomplete. It should be **CT 1, R touch, D 30 minutes, Sv Dex neg, SR yes, Comp V, S, DF**

p. 79: Minor Globe of Invulnerability – The duration should be 1 round per level of the caster.

p. 79: Misdirection – The duration is missing and should be 1 hour/level.

p. 80: Open/Close – Replace the word "locked" with "latched" in the first sentence of this cantrip's description.

p. 85: Ray of Enfeeblement – The strength loss is 1d4+1 per 2 levels, as shown in the spell list on pp. 49-53.

p. 85: Read Magic – Change first sentence from "This spell allows the caster can read" to "This spell allows the caster to read".

p. 85: Remove Blindness or Deafness – In the second paragraph of the spell description, **Remove Blindness/Deafness** should be "**Remove Blindness or Deafness**". Also, the word "cause" in **cause Blindness or Deafness** should be capitalized.

p. 86: Resist Elements – Damage absorbed is 6 points per level of the caster.

p. 90: Snare – The Armor Class of the vine should be AC 13, not 7.

p. 91: Summon Beasts or Plants – The examples were left out of the spell description. For example animals, use the list provided in the spell entry for **Summon Animals**. For plants, pretty much any plant with a root system can be summoned, such as roses, vines, trees, bushes, mosses, and other such plant types. With the sheer number of plants in the world, providing more than this brief list is virtually impossible.

p. 93: Summon Lesser Monster – The example in the book is wrong and should read, "Thus, a 7th level caster can summon two 3 HD monsters plus one 1 HD monster, or seven 1 HD monsters."

p. 99: Wall of Iron – In the second paragraph, wall of iron should be italicized to correspond with the formatting of the other spells.

p. 100: In the last sentence of the second paragraph, further is misspelled as "furthr" and becoming is misspelled as "becomign".

p. 100: In the first sentence under Weird, phantasmal is misspelled as "phatasmal".

p. 102: In the first sentence of the third paragraph, potential is misspelled as "potetnial".

p. 102: In the first sentence of the fourth paragraph, remove the period between "reason" and "shun".

p. 102: In the last sentence of the sixth paragraph, change "desiresof" to "desires of".

p. 102: In the first sentence of the last paragraph, change "enough satisfy" to "enough to satisfy".

p. 102: In the fourth sentence of the third paragraph of the second column, interested is misspelled as "interesse".

p. 102: In the sixth sentence of the sixth paragraph of the second column, move is misspelled as "mmove".

p. 102: In the last sentence of the last paragraph of the second column, Castle Keeper is misspelled as "Castel Keeper". Also, change "playingby" to "playing by".

p. 106: In the last sentence of the second paragraph, a space is missing after "names,".

p. 106: Delete "Below are several alternative methods for generating attribute scores, each with its own advantages and disadvantages." in the third full paragraph of the second column. The Castle Keeper's Guide will have this information.

p. 106: In the fourth paragraph of the second column, "ttribute" should be "attribute".

p. 108: In the first full paragraph of the second column, Heroic tasks have a challenge level of 16 or higher, not 15.

p. 108: In the last sentence of the fifth paragraph of the second column, squashing is misspelled as "squahing".

p. 109: In the last sentence of the fourth paragraph, was is misspelled as "wa".

p. 111: In the last sentence of the second paragraph, unique is misspelled as "uniue". Also, change "the the" to just "the".

p. 111: In the fourth sentence of the third paragraph, change "adjusts determines" to either adjusts or determines - not both.

p. 111: In the last sentence of the fourth paragraph, the words after "If a monster" are obscured by the picture and are unreadable. The sentence should be, "If a monster has a..."

p. 111: The first paragraph of the second column is a word for word reprint of a paragraph in the first column. Replace the entire paragraph with the following passage.

"For example, Angthar, a 5th level barbarian with a 17 constitution, comes across a flask full of liquid. He tastes the liquid and poisons himself. Angthar has to make a con save vs. poison or die. Angthar's constitution is prime, so the challenge base will be 12. He rolls 1d20 and gets 8. To 8 he adds his level (5th level=+5), and his constitution modifier (con of 17=+2). The CK, noting that the poison is rather nasty, applies a -2. The final result is 13 (8+5+2-2=13). Angthar narrowly managed to save vs. the poison. If Angthar's constitution was not a prime, he would have died."

p. 112: Death Attacks (Constitution) should be changed to Death Attacks (Charisma). In the second sentence of the description, change "constitution save" to "charisma save".

p. 112: In Gaze Attack (wisdom), wisdom should be capitalized.

p. 112: Delete "spell a" from the last sentence in the Paralysis/Constriction entry.

p. 112: Under Petrification/Polymorph - in the first sentence of the second paragraph, delete the word "as". In the second sentence of the second paragraph, petrified is misspelled as "petrifie". In the third sentence of the second paragraph, add the word "zero" and a period after "(but not actually)".

p. 118: Replace "thief" with "assassin" in the list of classes that can perform a disarm maneuver.

p. 119: The last sentence in the second paragraph under Hit Points section should be deleted. It reads "These are listed with the monsters descriptions on pages 125-126." The monster descriptions were left out of the book.

p. 119: In the first sentence of the fourth paragraph under Hit Points, monster is misspelled as "moster".

p. 119: In the last sentence of the fourth paragraph under Hit Points, "4 added to each die rolled" should instead read, "4 added to the total."

p. 119: In the last sentence of the first paragraph of the second column, exception is misspelled as "exceptin".

p. 123: In the third sentence of the fifth paragraph, an is misspelled as "and" twice.

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