

Castles & Crusades Errata

This document contains errata, rules updates and explanations for the Castles & Crusades Players Handbook. It will be updated regularly to meet the needs of the players. If there is a particular issue you feel needs attention please email Steve Chenault at trolllord.com and entitle the email "C&C question" followed by the question subject area such as classes, races, combat, spells etc. Otherwise please join us on our discussion forums at trolllord.com.

Davis Chenault

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, armors are 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.

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.

Class Reference Table 1
Armors Allowed

Class	Armor	Shields	Helms
Fighter	Any	Any	Any
Ranger	Breastplate, chainmail, chain shirt, hide, leather chain coif, armor, leather coat, padded, ring mail, scale mail, normal helm, studded leather	Small, Medium	Leather,
Rogue	Leather armor, leather coat, padded (and see class)	Small, Medium	Leather
Assassin	Leather armor, leather coat, padded (and see class)	Small, Medium	Leather
Barbarian	Chain shirt, hide, leather armor, leather coat, padded, ring mail, studded leather	Small, Medium	Any
Monk	None	None	None
Wizard	None	None	None
Illusionist	None	None	None
Cleric	Any	Any	Any
Druid	Padded, leather armor, leather coat, hide	Any Wooden	Leather
Knight	Any	Any	Any
Paladin	Any	Any	Any
Bard	Chain shirt, leather armor, leather coat, padded, ring mail, chain coif, studded leather	Small, Medium Any	Leather, normal helm

Wizard

Spells Per Day

The spells per day for level 20 Wizards are not found on the spells per day chart. 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 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 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).

Illusionist

Spells Per Day

The spells per day for level 20 Illusionists are not found on the spells per day chart. 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 an 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 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 spell book 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 52).

Races

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

Race	Racial Ages			Age Limit
	Middle	Old	Venerable	
Human	35	53	70	+2d20
Dwarf	225	350	250	+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

Equipment

The following is an update and clarification for the equipment list. It contains helmets and how to use them, a list of two handed weapons and missile weapons.

Armor

Armor Type	Cost	Bonus	Weight	Enc
Coif, Chain Mail	15 gp	+4	5 lbs.	2w
Coif, Leather	4 gp	+2	2 lbs.	2w
Helm, Normal	10 gp	+5	4 lbs.	3w
Helm, Great	20 gp	+8	8 lbs.	4w

The armor class bonus for helmets does not add to the armor class for the wearer. It only adjusts the armor class for blows that strike the head.

Although there are no rules for combat that allows for hits on specific areas of the body, there are instances in which a character's head may be struck and the Castle Keeper and player might need to know the armor class of the head. Alternately, the Castle Keeper and players often develop rules for 'called shots.' That is, rules that allow for specific areas of the body to be struck. In these cases the armor class of the head may need to be known. Again, the armor class adjustment only reflects blows to a character's head.

Most armors do not come with a helmet. It must be purchased separately. The following list contains the exceptions and the type of helmet included with the armor purchase.

Armor	Helmet Type
Scale mail	Coif, leather
Chain mail	Coif, chain mail
Plate mail	Helmet, Normal
Full plate mail	Helmet, Great

Two Handed Weapons

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 or Billhook
 Fauchard
 Fauchard Fork
 Flail, Heavy
 Fork, Military
 Glaive
 Glaive Guisarme
 Guisarme
 Halberd
 Mace, Heavy
 Partisan
 Pick, Heavy
 Pike
 Ranseur
 Scythe
 Spear
 Spear, Long
 Spear, Wolf
 Staff
 Sword, Bastard
 Sword, Two-Handed
 Trident
 Voulge

Missile Weapons

Blowpipe
 Bow, Long
 Bow, Long Comp.
 Bow, Short
 Bow, Short Comp.
 Crossbow, light
 Crossbow, Heavy
 Harpoon

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL, is property of and copyright 2004 Troll Lord Games. All Rights Reserved.

Designation of Open Game Content: The following is designated Open Game Content pursuant to the OGL v1.0a: all text.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Castles & Crusades, Castles & Crusades: Player's Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper's Guide; (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, Castle Keeper, SIEGE engine, and Troll Lord Games, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Errata Product Support, Copyright 2005, Troll Lord Games.