



ROMANCE OF THE PERILOUS LAND ERRATA

Thank you to everyone who has picked up and played *Romance of the Perilous Land*, and a special thanks to those who have provided feedback. Based on some of this feedback, we wanted to make some rules clarifications based and in some cases change a rule to provide a more rounded gaming experience.

CHARACTER CLASSES

Double Strike (pg 27): The second sentence should read: “At level 9, the knight may make two melee attack actions on their turn.”

Herbalism (pg 29): This third sentence should read: “The remedy heals 1d6 HP, and at level 6 heals 1d8HP.”

TALENTS

Charming (pg 46): The following bullet should be added: “Gain proficiency in Charisma saves”

Dodge (pg 47): The first sentence should read: “Your fast reflexes allow you to better move out of the way of oncoming danger”. A new bullet should be added: “Increase your Reflex by 1 (up to a maximum of 20).”

Magic Initiate (pg 48): The following text should be added to the first bullet: “Your spell points don’t increase from this initial value when your Mind attribute increases through levelling.”

Shield Expert (pg 51): The bullet point should read: “Gain a +2 armour point bonus when using a shield.”

Trained Caster (pg 52): The first bullet should be removed.

Two Weapon Expertise (pg 52): The bullet should read: “You may use one light and one medium melee weapon in combat. The light weapon must be your off-hand weapon.”

Two Weapon Fighting (pg 53): The bullet should read: “You may use two light melee weapons in combat.”

ADVENTURING EQUIPMENT

Backpack (pg 67): The cost should be 15gp

Lockpicks (pg 67): The cost should be 12gp

PLAYING THE GAME

Saving Throws (pg 76): The following sentence should be added: “If a creature has an ongoing condition they are told to save against, this save happens at the end of the affected creature’s turn.”

COMBAT

Actions in Combat (pg 82): The final bullet should read: “Cast a spell (one per turn).”

Critical Hits and Fumbles (Pg 84): The following text should be added after the second sentence: “Do not do this for extra damage such as for the Thief’s sneak attack feature or Barbarian’s Rage feature.”

COMBAT MANEUVERS

Ferocious Attack (pg 86): The first sentence should read: “As two actions, a combatant in melee can make a ferocious attack manoeuvre to do more damage to their opponent.”

Restrain (pg 87): The first sentence should read: “As two actions, a combatant may make a Might or Athletics attribute check to try and restrain an adjacent opponent.”

Fighting with Two Weapons (pg 87): The paragraph should read: “A character with the Two-Weapon Fighting talent is able to fight with two light melee weapons, gaining a second attack action with their off-hand weapon which may be made against a different enemy. Characters gain a setback on every attack they make when wielding two weapons.”

CHARACTER ADVANCEMENT

Experience Point Levelling (pg 99): The following text has been changed

“Completing a short quest: 300xp”

“Completing a regular quest: 600xp”

“Completing a long quest: 900xp”

“Killing a creature: Creature HD x 20xp”

SPELLCASTING

Spell Cost (pg 104): The following sentences should be added: “If a caster has spells left over at the end of the day they can be carried over to the following day. The next morning, deduct the number of spell points for each spell carried over in this way as if they were being prepared for the first time. Casters can’t have more than three of the same spell at any one time, even when carried over.”

Spell Tests (pg 105): The following sentences should be added: “Where the situation has no urgency, such as outside of combat, a spell test isn’t required on the understanding that the caster would be able to continue rolling tests until they succeeded. To forego tests there must be no immediate threat to the caster and the spell must not have a damage-dealing effect. A caster must still make a spell test if they are attempting a higher level spell.”

Witch Doll (pg 110): The Use Time should read: “1 action per pin.” The Effect should read: “You have two pins. You may use an action to insert a pin into the witch doll. When you insert a pin, a target that you can see within 30ft takes 1d4 damage, ignoring armour. You may insert a second pin as a second action and choose the same or a different target. You do not have to make a spell roll for the second action.”

Break the Skin out into Boils (pg 111): The last sentence of the Effect should read: “The creature may immediately attempt to succeed a Constitution save to only take the setback to Charisma checks.”

Cause Limbs to Stop Moving (pg 113): The last sentence of the Effect should read: “A successful Constitution save negates the effect of the spell.”

Restrain as if with Invisible Rope (pg 116): The first sentence of the Effect should read: “Up to three creatures within 20ft are bound with invisible rope and are restrained.”

Burn from Within (pg 120): The second and third sentences of the Effect should read: “A creature within 40ft that you can see ignites from the inside, dealing 2d6 damage, ignoring armour. The target may attempt to succeed a Constitution save to take half damage.”

Bring Pestilence upon your Foes (pg 122): The third sentence should read: “All creatures within 10ft of the poultice are bitten by the locust swarm, taking 2d4 damage each and taking a setback on all saving throws for one round.”

Create a Magical Weapon (pg 124): The following sentence should be added after the first sentence of the Effect: “The weapon temporarily replaces the weapon the target was holding. When the magical weapon’s effect ends, they regain their previous weapon.” The first bullet point of the effect should read: “+1d8 damage”.

Rot Flesh (pg 127): The third and fourth sentences of the Effect should read: “Creatures of HD/level 7 or lower affected by the curse take 4d8 damage, ignoring armour. Creatures of HD/level 8 or higher take 3d8 damage, ignoring armour.”

MAGICAL CHARMS

Bog Violet (pg 130): The second sentence should read: “If this is done, the chance of a corpse returning as a revenant is lowered.”

Hag Stone (pg 131): The final sentence should read: “Once per day the user may gain an extra saving throw per hour when attempting to save against disease, poison, or venom”.

THE PERILOUS LAND BESTIARY

Adder (pg 189): The following sentence should be added to the Special section: “Poison damage ignores armour.”

Banshee (pg 190): The second sentence of Special should read: “Those affected by the wail must succeed a Mind saving throw or use both actions to move away from the banshee on their next turn.”

Bear (pg 191): The third and fourth sentences of Special should read: “If they are unsuccessful, they are restrained. The target may make a Might save on their turn to stop the restrained condition. While the target is restrained, the bear’s bite attack automatically deals damage.”

Boneless (pg 196): The fourth sentence of Special should read: “The engulfed target may make a Might save, and if successful they are no longer restrained.”

Cockatrice (pg 199): Damage should read: “1d8+7 (peck).”

Corpse Candle (pg 201): The second sentence of Special should read: “The target must succeed a Mind save or fall under its spell for one round.”

Crone (pg 201): The second sentence of Special should read: “The crone makes an attack against a creature within 40ft which must make a successful Mind saving throw or become restrained for one round.”

Dragon, Golden (pg 203): The second sentence of Special should read: “Those damaged by the poison breath must succeed a Constitution saving throw or become poisoned, suffering 1d6 damage at the start of every turn for 3 rounds. This damage is unaffected by armour.”

Dragon, Red (pg 203): The second sentence of Special should read: “Anyone caught in the fire breath must succeed a Reflex saving throw or take 3d10+9 damage.”

Ettin (pg 207): The Special section should read: “When an ettin hits with a stone hammer attack, the target must make a successful Reflex saving throw or become paralysed for one round.”

Green Knight (pg 215): The Special section should read: “For every round the Green Knight survives, his damage is increased by 1 up to a maximum of 3.”

Hag, Storm (pg 218): The second sentence of Special should read: “If the attack is successful, the target must succeed a Constitution saving throw or become paralysed for one round.”

Kelpie (pg 220): The Special section should read: “One target within 50ft of the kelpie that it can see must make a Charisma save. If they fail, they must use all their actions to mount the kelpie during their turns. Once mounted, they may attempt a second Charisma save to break free from the spell and dismount. If they fail this second save, the kelpie may move to the nearest body of water and submerge itself. While mounted, the target is paralysed. Every round the target is submerged, it takes 1d4 damage, ignoring armour. The target may make a Charisma save at the end of each of their turns to break free from the spell.”

Lavellan (pg 223): The following sentence should be added to the Special section: “Venom damage is unaffected by armour.”

Red Magister (pg 228): The following sentence should be added to the Special section: “If they create a new rune, the effects of the last rune stop.”

Werewolf (pg 235): The last sentence of Special should read: “1d4 days after that, they may make a Constitution save. If they succeed, they no longer have lycanthropy and all effects of the disease end. If they fail, they become a werewolf, unable to change back to human form unless by magical means. While in werewolf form, they will attack both friend and foe.”

Witch (pg 236): The following sentence should be added to the Special section: “If the witch creates a new protective circle, the effect of the last one stops. If the witch leaves a protective circle, the effect of the current circle stops.”

