

Demesnes & Domination Errata

Mass Combat errata is moved to [here](#)

ADDED:

Pg. 22; Class-Oriented Structures and housing for Henchmen: All class-oriented structures have enough housing for the listed maximum number for any level indicating 200 square feet of space per henchmen. However, zero-level henchmen can be provided 20 square feet instead, representing bunk beds and common housing areas instead of private quarters.

Pg. 67; Ransoming Henchmen: Players who are able to capture enemy leaders and/or their henchmen are able to ransom them back. The estimated gold piece value is equivalent to that NPC's XP level. For any first level henchmen, it is equal to ½ their second-level XP requirement (so a fighter that is 1st level is worth 1000 gp to ransom, a magic user is worth 1,250gp etc.) Conversely, a Player Character's henchman might be captured and may have to deal with negotiating terms to return a beloved and important henchman back into their party.

- Players are encouraged to set their own ransom price, including non-monetary rewards if desired or necessary, but the referee should use this benchmark to determine chances of success or failure when negotiating a ransom deal and having it modified using the reaction roll if necessary. Items, property, or services roughly equal to the gold/xp amount may also be considered an option as well.

FIXED AND CLARIFIED

Page 16; Labor Dispute: workers aren't getting along with the PC or the Engineer. Increase total remaining time by 1/2 unless resolved

Pg. 30; Demesnes Encounter: Traveling Entertainers provide +1 morale if you pay them. Use the settlement size multiplier on page 18 and multiply it by 100 to determine the cost of the entertainers for that settlement.

Pg. 33; Landed Title Table: changed hex mile amounts by title

Title	Mile Hex amount by title
Gentry/Burgher/Esquire	Less than 10
Knight	10 - 50
Baron	51 - 250
Count/Margrave	251 - 1,000
Duke	1,001 - 2,500
Prince	2,501 - 10,000
King	10,001 - 100,000
Emperor	Over 100,000

Pg. 80; Fortifying Encampments:

- Trench: 1 turn per 5x5x1 area per individual digging
- Fence: 1 turn per 5ft wide section
- Abatis: 1 turn to make 1d4 sharpened sticks
- Pg. 138: Bounty Hunter Encounter: 3) 3) looking for info on a Party associate

Pg.98; Magic Item Crafting - Charges: The base cost of treating a mundane item to hold magic charges costs 1000gp per spell level and takes one wee/spell level. Adding charges costs an additional +100 gp per level/charge. The maximum amount of charges is determined when it is crafted based on the time and cost needed but modifies the crafting chance by -5% per additional charge. Recharging a reusable item requires using two Magic Components per spell level for each charge when crafting.

Pg. 138; Human Encounter

- 6) Bounty Hunters; 1) mislead by bad information 2) looking for a party member 3) looking for info on a Party associate