

Old-School Essentials Errata

Introduction

What is Listed Here

- This document lists fixed errors relating to rules or terminology.
 - The vast majority of the game rules errata relates to very pedantic points of fidelity with the 1980s Basic/Expert rules.
- Other types of errors (e.g. simple typos) are not listed.
- Editing changes to improve wording clarity are not listed.

How to Report Errata

- To report errata, please email summon@necroticgnome.com.

Reading the Errata Listings

- Errata is listed chronologically, in order of being fixed. (Newer fixes at the bottom of each list.)
- **Red version numbers** indicate the point at which a product was printed / released.
- To check for errata which applies to your book, find the version number of your book in the list—all errata below that point applies.

When Are Products Updated With Errata Fixes?

- All known errata is fixed each time a new printing of a book (or other physical product) occurs.
- If a new printing includes fixed errata, the product's version number is updated. The PDF version of the product is then updated and released. This means that the PDF version of each product is in sync with the latest print version.

Classic Fantasy

Products

- **Rules Tome:** All-in-one hardcover containing the complete game.
- **Player's Rules Tome:** All-in-one hardcover containing the complete rules for players (i.e. excluding monsters, treasures, and referee guidelines).
- **Classic Game Set:** Box set of 5 hardcovers containing the complete game. (Replaces the older Black Box set.)
- **Basic Rules:** Free PDF containing a cut down sample of the game.

Game Rules Errata

Rules Tome v1.1, Black Box v1.0

- **Cleric Spells / Sticks to Snakes:** Morale of snakes should be 7, not 17.

Rules Tome v1.2, Player's Rules Tome v1.0, Basic Rules v1.2

- **Character Classes / Halfling:** Halflings get a 10% XP bonus if STR and DEX are 13+.
- **Character Classes / Thief:** Hear noise is rolled by the referee.

Basic Rules v1.3

- **Advancement / High-Level Play / High-Level Attack Table:** 13-15 level fighter to-hit AC -2 listed as 13 (should be 12).
- **Cleric Spells / Hold Person:** Affect humans, demihumans, or human-like monsters.
- **Magic-User Spells / Charm Person Person:** Affect humans, demihumans, or human-like monsters.
- **Magic-User Spells / Hold Person:** Affect humans, demihumans, or human-like monsters.
- **Magic-User Spells / Wall of Fire:** "Monsters with more than 4 HD" -> "Monsters with 4 or more HD".
- **Magic-User Spells / Wall of Ice:** "Monsters with more than 4 HD" -> "Monsters with 4 or more HD".
- **Magic-User Spells / Dispel Magic:** "Dispel magic ends spell effects within a 20' cube area." — ("non-instantaneous duration" removed, as this was not specified in the original Expert rules.)
- **Adventuring / Dungeon Adventuring:** Searching for treasure traps takes 1 turn.
- **Adventuring / Evasion and Pursuit / In the Dungeon:** "Movement rate: During a pursuit, characters run at their full movement rate in feet per round." "full movement rate" corrected to "base movement rate".
- **Adventuring / Combat / Combat Sequence Per Round:** "Declare spells and retreats" -> "Declare spells and melee movement".
- **Monsters / Caecilia:** Corrected "attack roll of 19 or more" to "19 or 20".
- **Monsters / Dragon:** All dragons should have attacks listed as "[2 × claw (X), 1 × bite (X)] or breath".
- **Monsters / Rust Monster:** Not immune to mundane damage.
- **Encounter Tables / Wilderness / Sub-Table 2:** "Pterosaur, Pteranodon" monster referred to as "Pterodactyl".
- **Encounter Tables / Wilderness:** "Herd Animal" monster referred to as "Antelope".
- **Encounter Tables / Wilderness / Sub-Table L:** "Fish, Piranha" monster referred to as "Piranha, Giant".
- **Equipment / Weapons and Armour / Splash Weapons:** Clarification: the listed damage is inflicted *for* 2 rounds (i.e. rolled twice), rather than being divided over 2 rounds.
- **Monsters / List of persons:** Nomad should be included in the list of monsters affected by spells that target "persons" (e.g. *charm person*, *hold person*).

Rules Tome v1.3

- **Equipment / Weapons and Armour:** Spear cost should be 3gp.

- **Adventuring / Combat:** Clarification: listed combat rules apply to monsters and characters. (Changed to use neutral terminology “combatant”, “spell caster”, in place of the ambiguous “character”.)
- **Monsters / Pirate:** Second AC value missing AAC: should be 5 [14].
- **Magic Items / Swords:** Clarification on bonus vs enchanted creatures: “Magically created or animated monsters, and those summoned by spells or magic items.”

Classic Game Set v1.0, Rules Tome v1.4, Basic Rules v1.4

- **Monsters / List of persons:** Dryad should be included in the list of monsters affected by spells that target “persons” (e.g. *charm person*, *hold person*).
- **Adventuring / Morale:** Clarification around monsters with morale 2 and 12. Monsters with morale 2 or 12 do not check morale. Monsters with morale 2 never fight.
- **Player Characters / Creating a Character:** The recommendation for sub-par characters should specify “for example an 8 or less in every score or an extremely low rating in **more than** one ability”. (Not “in one ability”.)

Classic Game Set v1.1

- **Equipment / Adventuring Gear:** Added a note that filling a backpack / sack with gear / treasure takes 1 turn.

Classic Game Set v1.2 (future printing)

Advanced Fantasy

Products

- **Player’s Tome:** All-in-one hardcover containing the complete player’s rules.
- **Referee’s Tome:** All-in-one hardcover containing the complete referee’s rules.
- **Advanced Expansion Set:** Box set of 4 hardcovers expanding the Classic Fantasy game with Advanced Fantasy classes, optional rules, spells, monsters, and magic items. (Replaces the older separately available Advanced Fantasy supplement books: Advanced Fantasy Genre Rules, Druid and Illusionist Spells, Advanced Fantasy Monsters, Advanced Fantasy Treasures.)
- **Reference Booklet:** Softcover booklet containing tables and rules summaries for quick reference.

Game Rules Errata

Advanced Fantasy Genre Rules v1.1

- **Character Classes / Assassin:** Hear noise is rolled by the referee.
- **Character Classes / Assassin:** Clarification around which creatures can be assassinated: “Humans / demihumans of any level and humanoid monsters of up to 4+1 HD. (Non-living creatures are immune.)”
- **Character Races / Halfling:** Halfling race’s missile attack bonus should match the halfling race-class: “Halflings’ keen coordination grants them a +1 bonus to attack rolls with all missile weapons.”.

- **End papers p1:** 13-15 level martial character to-hit AC -2 listed as 13 (should be 12).

Player's Tome v1.0, Referee's Tome v1.0, Advanced Fantasy Genre Rules v1.2

- **Character Classes / Ranger:** Clarification: ranger's stealth ability altered to "In the wilderness, a ranger has a 3-in-6 chance of hiding and a 3-in-6 chance of moving silently."
- **Magic-User Spells / Dispel Magic:** "*Dispel magic* ends spell effects within a 20' cube area." — ("non-instantaneous duration" removed, as this was not specified in the original Expert rules.)
- **Adventuring / Dungeon Adventuring:** Searching for treasure traps takes 1 turn.
- **Adventuring / Evasion and Pursuit / In the Dungeon:** "Movement rate: During a pursuit, characters run at their full movement rate in feet per round." "full movement rate" corrected to "base movement rate".
- **Equipment / Weapons and Armour / Splash Weapons:** Clarification: the listed damage is inflicted *for* 2 rounds (i.e. rolled twice), rather than being divided over 2 rounds.

Player's Tome v1.1, Referee's Tome v1.1

- **Equipment / Weapons and Armour:** Spear cost should be 3gp.
- **Adventuring / Combat:** Clarification: listed combat rules apply to monsters and characters. (Changed to use neutral terminology "combatant", "spell caster", in place of the ambiguous "character".)
- **Monsters / Pirate:** Pirate second AC value missing AAC: should be 5 [14].
- **Monsters / Rust Monster:** Not immune to mundane damage.
- **Magic Items / Swords:** Clarification on bonus vs enchanted creatures: "Magically created or animated monsters, and those summoned by spells or magic items."
- **Multiple Classes (Optional Rule):** Clarification: only characters created by selecting character race and class separately may choose multiple classes.
- **Monsters / Sahuagin:** Light sensitivity applies to daylight plus *continual light* spells, not standard *light* spells.

Advanced Expansion Set v1.0, Player's Tome v1.2, Referee's Tome v1.2

- **Monsters / List of persons:** Dryad should be included in the list of monsters affected by spells that target "persons" (e.g. *charm person*, *hold person*).
- **Adventuring / Morale:** Clarification around monsters with morale 2 and 12. Monsters with morale 2 or 12 do not check morale. Monsters with morale 2 never fight.
- **Player Characters / Creating a Character:** The recommendation for sub-par characters should specify "for example an 8 or less in every score or an extremely low rating in **more than** one ability". (Not "in one ability".)
- **Multiple Classes (Optional Rule):** Clarification: for the purposes of the optional weapon proficiency rules, the character is treated as their most favourable class.

Advanced Expansion Set v1.1, Player's Tome v1.3, Referee's Tome v1.3

- **Equipment / Adventuring Gear:** Added a note that filling a backpack / sack with gear / treasure takes 1 turn.

Advanced Expansion Set v1.2, Player's Tome v1.4, Referee's Tome v1.4 (future printing)

Reference Booklet Errata

Reference Booklet v1.0

- **Evasion and Pursuit / Dungeon:** “Running: Full movement rate in feet per round. Mapping not possible.”. “full movement rate” corrected to “base movement rate”.
- **Weapons & Armour:** Spear cost should be 3gp.

Reference Booklet v1.1

- **Monsters / Rust Monster:** Not immune to mundane damage.
- **Adventuring / Morale:** Clarification around monsters with morale 2 and 12. Monsters with morale 2 or 12 do not check morale. Monsters with morale 2 never fight.

Reference Booklet v1.2 (future printing)

Deluxe Referee's Screen

- Errata before v1.1 not tracked.

Deluxe Referee's Screen v1.1

- **Weapons / Splash Weapons:** Clarification: the listed damage is inflicted *for* 2 rounds (i.e. rolled twice), rather than being divided over 2 rounds.
- **Combat / Morale:** Clarification around monsters with morale 2 and 12. Monsters with morale 2 or 12 do not check morale. Monsters with morale 2 never fight.

Deluxe Referee's Screen v1.2 (future printing)

Adventures

Winter's Daughter

- Errata before v3.1 not tracked.

Winter's Daughter v3.1 (future printing)

The Hole in the Oak

- Errata before v1.2 not tracked.

The Hole in the Oak v1.2

- **Area 58:** Gribbl carries the key to the locked door to Area 60 around her neck.

The Hole in the Oak v1.3

- **Area 46:** Lizards' hp: 20, 27, 28, 29.

The Hole in the Oak v1.4 (future printing)

The Incandescent Grottoes

The Incandescent Grottoes v1.0

- **Adventure Overview:** Correction to areas mentioned in The Underground River: “A cold river runs from west to east through the dungeon, accessible from the pool in Area 1, the chasm in Areas 26 and 36, and bays in Areas 46, 49, and 54.”
- **Treasure in the Dungeon:** Total monetary treasure corrected to 15,967gp.
- **Area 1:** 24 Chirruping Monkeys. (Number was missing.)

The Incandescent Grottoes v1.1

- **Area 28:** Clarification of gibbering moulder’s reaction: “Awaits PCs approaching the central area of the room before gibbering.”
- **Area 29:** Dissolved one has 12 hp (not 21).
- **Area 36:** 5 Giant Mutant Frogs. (Number was missing.)

The Incandescent Grottoes v1.2

- **Level 1 map:** Access to level 2 via the pool in area 1 marked on the map.
- **Level 2 map:** Access to area 1 the river marked on the map.

The Incandescent Grottoes v1.3

- **Adventure Overview:** Ooze Cult faction areas should also list area 47.

The Incandescent Grottoes v1.4 (future printing)

Halls of the Blood King

Halls of the Blood King v1.0

- **First floor map:** Stairway in area 12 leads up to area 31.
- **Second floor map:** Stairway in area 31 missing, leads down to area 12.
- **Dungeon map:** Stairway leads up to area 23.
- **Vampire traits:** Regenerate 3hp per round, not 2.
- **Vampire traits:** Extra vulnerability: “Mirrors: Avoid; do not cast a reflection.”
- **Area 9:** “Comprehend languages” fixed to “read languages”.
- **Area 31:** Stairway to area 12 added. (Details the same as the corresponding stairway in area 12.)

Halls of the Blood King v1.1 (future printing)

The Isle of the Plangent Mage

The Isle of the Plangent Mage v1.0

- **Undertower maps:** Stairway in area 22 leads down to area 33.

The Isle of the Plangent Mage v1.1

- **Random Happenings:** Undertower entry 8: should refer to Frilled Shark Spawn (Area 61 for stats).
- **Area 2:** Coastal octopus’ swimming movement rate is 180’ (60’).
- **Area 15:** Clarification: the bridge leads to Darksand Isle.
- **Area 23:** Clarification: If the curse is dispelled, each box is worth 500gp.
- **Area 33:** The black, mahogany and green harps are each worth 1,500gp. The white harp is worth 3,000gp.
- **Area 41:** Clarification of carpet shark spawn’s ability: “In melee: Anyone in melee with a shark spawn suffers 2 damage per round due to contact with its rough, stinging skin.”
- **Area 42:** Potion of polymorph self.

- **Area 50:** Alpha shark mutant's movement rate is 90' (30').
- **Area 61:** Frilled shark spawn's movement rate is 90' (30').

The Isle of the Plangent Mage v1.2 (future printing)

Holy Mountain Shaker

Holy Mountain Shaker v1.0

- **Rumours and Events:** Spurious P and T annotations removed.
- **Mechanics: Pointcrawl Adventuring:** Clarification: the chance of avoiding unaware monsters is simply 11-in-12. (Rather than "11-in-12 (roll 2d6)".)
- **Mechanics: Pointcrawl Adventuring:** Clarification: the chance of escaping from a pursuing monster when dropping a distraction is simply 11-in-12. (Rather than "11-in-12 (roll 2d6)".)
- **The Magnificent Canyon:** Region labelled on map corrected to "The Magnificent Canyon" (was "The Ziggurat of the Stairs").

Holy Mountain Shaker v1.1

- **The Great Lake:** Clarification: The "plate inscribed with web" functions as a scroll (of the magic-user spell *web*).

Holy Mountain Shaker v1.2 (future printing)