

Errata Sheet for COM Decisions of Clan 2005

Changes take effect 11-10-2005. Bolded text emphasizes changes. This sheet should be included with any version of the rulebook not already reflecting these changes.

Page 2 under Introduction

In addition to these requirements, players may opt to become 'dues paid.' Dues paid members have no advantage over other members except that they may vote in the bi-monthly Althing meetings, which are used to make decisions for the group that are beyond the scope of the monarch alone, such as changing the corpora. Dues paid members are also the only ones who may vote in elections. Dues are six dollars every six months and all dues collected are used to pay for rulebooks, newsletters, loaner gear, and other group expenses. **Kingdom corporas may add additional requirements for being a voting or active member of the populace.**

Page 5 under Combat Rules

13) Players may not wield more than one weapon in a single hand. **Firing multiple arrows simultaneously is an exception to this rule.**

Page 6 under Projectile Weapons

c. Javelins – **between 36 and 72 inches long and** may be used as a thrusting weapon in melee.

Page 6 under Weapon Types

Madu: A shield joined to a **polearm**. The **polearm** portion of the madu may be shorter than the normal five feet. Only usable if a class can use both a **polearm** and a shield. If any portion of the weapon is broken, heated, or otherwise rendered unusable, all of it is disabled. Considered wooden for purposes of being targeted by spells or affecting monsters. Magic and abilities that affect any part of the madu, such as *Imbue Shield*, affect its entirety. **Madus may never be considered great weapons. If a madu is built to slash at least 1/3rds of its length (excluding the shield portion) must be strike legal (including the 12 inch minimum for a slashing surface) and the rest must be courtesy padded.** Any shield with weapons affixed to it in any form is considered a madu and must conform to these rules.

Page 6 under Bow

Bow: Arrows from a longbow do four points of damage. Arrows from a short bow do two points of damage. Hand crossbows are considered short bows while two-handed crossbows are considered longbows. See the Archery section for more complete descriptions. Bows, crossbows, and arrows are considered wooden for purposes of being targeted by spells or affecting monsters.

Page 7 under the archery section

The maximum limit for a bow's pull is 35 pounds with a maximum 28-inch draw length. Crossbows are limited to no more than 450 inch-pounds. No compound bows are allowed. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. Arrows may never be used as a hand or melee weapon. The 'point' of all arrows must have a diameter of at least 2.5 inches. An arrow scores hits like any other weapon. At close range (20 feet or less) bows must be no more than half drawn. Arrows from short bows and single-hand crossbows do two points of damage to armor. Arrows from two-handed crossbows (over 20 inches in length) and longbows (**any bow that has an AMO measurement of 60 inches or a physical string length of 56 inches**) do four points of damage to armor. A weapon in hand that is hit by an arrow is destroyed. If a bow is hit by a weapon, it is destroyed.

Page 8 under Shields

- 4) A large shield is no larger than eight square feet, **no more than 36 inches in diameter if round.**
- 5) A medium shield is no larger than five square feet, **no more than 30.28 inches in diameter if round.**
- 6) A small shield is no larger than 3 square feet, **no more than 23.45 inches in diameter if round.**

Page 13 under Garb

12) For the purpose of determining what class people are playing, class sashes must run diagonally across the chest from one shoulder to the opposite hip. They must be at least two inches wide. **You may not wear sashes for classes you are not currently playing. Paladin and Anti-Paladin symbols must be at least 5 inches by 5 inches.**

Page 15 under Anti-Paladin

Levels

1st None

2nd **Touch of Death** (ex) (1/game)

3rd **Poison Weapon** (ex) (1/game)

4th **Steal Life** (m) (1/game)

5th **Innate Ability** (choose one before game starts):

a. **Poison Weapon** becomes 2/game

b. **Touch of Death** becomes 1/life

6th **Immunity: Flame**

Innate Ability (choose one before game starts):

a. **Fear** (m) 2/game

b. **Reanimate** (m) 1/game

Page 18 under Monk

Weapons: dagger, short, long, polearm, staff

Page 24 under Poison Weapon

Poison Weapon

M: Denoted with black ribbon

E: May poison one weapon. People who are wounded by poisoned weapons die if they are not cured in a 100 count. A person may only poison one of his own weapons. This effect remains on the weapon for the entire life.

Page 24 Add Reanimate

Reanimate

E: This ability functions as per *Reanimate*.

Page 25 under Trap

Trap

I: Repeat x2 “May my devious trap bind thee”

R: 20 feet

E: **As per Earth Bind.**

N: May be used while moving.

Page 28 under Magic Clarifications

5) **Dead players are always considered willing for the purposes of magic.**

Page 33 under Druid Magic

Stoneskin changes to cost: 1

Page 38 under Circle of Protection

Circle of Protection (FE, Sorcery)

C: Healer 6, Wizard 2

M: 10 ft cloth

I: Lay cloth in circle, repeat x5 ‘Circle of protection,’ place person(s) and/or item(s) you wish to protect inside.

E: Person(s)/item(s) inside can’t harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.

L: Can’t block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic.

Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle. **The enchantment is ended when anybody exits the circle.**

N: Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., No *Doomsday* circles).

Players outside the circle can detect its presence (it is linked to this plane). May be removed by *Dispel Magic* or having an *Anti-Magic* fixed enchantment cast with the circle inside its area of effect.

Page 48 under Regeneration

Regeneration (E, Spirit)

C: Druid 5

M: Enchantment cloth, player

I: Repeat x5, ‘Endless health unto thee,’ tie cloth to person.

E: Players bearing this enchantment will *Heal* any wound, one at a time, in a 50 count and are immune to poison. The player must chant this duration out loud in order to heal a wound. You may not chant to heal a wound unless you are already wounded. Ceasing the chant will cause the chant count to restart at zero.

L: You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.

Page 49 under Stoneskin
Stoneskin (E, Protection)

C: Druid 4

M: Enchantment cloth

I: Touch recipient, repeat x5. 'May nature protect thee from all forms of attack,' tie cloth to players arm.

E: Player gains one point of invulnerability **armor**

L: Cannot be used with any other armor. **May not be mended or repaired in any way.**

N: This enchantment can be simul-cast up to two times, giving the target two points of invulnerability **armor**. May be cast on players that cannot normally wear armor.

Page 50 under Swords to Plowshares

Swords to Plowshares (S, Spirit)

C: Healer 2

I: Repeat x2 'Cast down your weapons and return to the earth.'

R: 20 ft.

E: Target wounded person is healed of all wounds. One weapon carried or wielded by target is destroyed (casters choice).

N: May only be used on a wounded person carrying or wielding weapons. **All effects of this spell must function for ANY part of the spell to function; i.e. If the weapon is not destroyed, the target is not healed and vice-versa.**

Page 64 under Invulnerability Armor

Invulnerable Armor: Not to be confused with invulnerability, this is a magical armor particular to some monsters and not normally usable by the standard classes **except via magic.**

a. Functions just like invulnerability, except that it is sectional like normal armor. Thus 2 points of invulnerable armor grants 2 points of protection to each hit location.

b. Magic casters must specify which area (torso, right/left arm/leg) of invulnerability that they destroyed with Verbal magic. If the caster fails to specify, or in the cases of spells of mass destruction like *Doomsday*, it is at the location of the targets choice.

c. Invulnerable armor can be *Mended* **unless otherwise noted.**