

Errata for EN Arsenal: Flails, Maces & Morningstars

Flail-Mace description

The handle of the flail-mace is a hollow metal tube in which the chain is stored while in mace form. A strong spring mechanism at the top of the tube helps push the balls and chain out when changing to flail, also allowing the weapon to be used as an impromptu ranged weapon. A collar at the tube top can be turned to either lock the mace heads together or to release them so the spring pushes them out. Threading the chains back into the tube and pushing the heads into place while turning the collar to the locking position takes more time and effort than releasing them.

King's Walking Stick description

This weapon has 4 pistols inset in the handle with the whole handle used as a stock much like a rifle. The open end of the pistol barrels is in the top of the morningstar head. The weapon must be rotated to fire each of the four pistols one at a time (though the rules do allow for a normal two-handed person to fire up to two in one round, both using his full Base Attack Bonus).

Power Word, Disarm

Add the following sentence to the end of the description: "A gauntlet, a spiked gauntlet, or any weapon in a locked gauntlet cannot be affected by this spell." Change "Save: None" to "Save: Will negates"

Ripping weapon ability

This ability makes mention of a spell inadvertently left out of the book:

Weeping Wounds

Necromancy

Level: Sor/Wiz 1, Blk 1, Raveller* 1

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: Ray

Duration: 2 rounds/level

Saving Throw: None

Spell Resistance: Yes

This spell accelerates injuries with small amounts of negative energy. By infecting the target with a minute amount of negative energy, this spell accelerates injuries to living tissue and makes wounds more serious. Even a small scratch from a spike can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic.

A ranged touch attack must be made against the subject. If successful, the subject will take an additional 1d6 damage every time it takes damage from any weapon or non-energy damage source for the duration of the spell.

This spell has no effect on undead, constructs, animated objects, outsiders and oozes.

Arcane Focus: A ragged and rough spike, knife or saw.

**Raveller is a PrC from EN Publishing's EN Arsenal: Spiked Chain where this spell also originally appeared.*

Painted Witch Doctor's painted face abilities

Application time should be 1d3x10 minutes for all faces.

Duration should be: 2 hours/level duration for *Fearsome Face* and *Paralyzing Face*.

1 hour/level duration for *Petrifying Face* and *Killing Face*.

The Shadow Lord

Enchantment bonuses for Shadow Flail ability should be: 3rd: +1, 4th: +2, 6th: +3, 8th: +4, 10th: +5.