

Armor Rules Addition

Current from Page 14:

Armor must be safely constructed with the materials allowed for each specific Armor Rating. Helmets, coifs, and other head protection are allowed as long as they meet the proper safety and armor type requirements. All metal armor should have filed rounded edges to avoid injuries and may not include any spikes, sharp flanges, or crests that may harm a player or a weapon. Armor should look and feel realistic, and must be approved by the Armor Marshal. All aluminum armor is forbidden.

Change To:

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The following is a description of the requirements for each Armor Rating:

Javelin of Lightning Change

Current from Page 65:

The Javelin of Lightening is a javelin that dates back to the early years of the Skydwellers when the Realm of Darkon was still in its infancy. The Javelin is a throwing weapon only, and cannot be used for stabbing in melee combat. The Javelin, when charged, counts as a black weapon and destroys all shields in a single, connecting hit. If the Javelin is thrown and misses its target, it is still charged. If the Javelin is thrown and connects with its target, it expels its charge and is considered consumed by the reaction and may not be used as a normal Javelin. The Javelin can be recharged by a Mage, in Hades, or at the discretion of an Elder.

Change To:

The Javelin of Lightening is a javelin that dates back to the early years of the Skydwellers when the Realm of Darkon was still in its infancy. The Javelin is a throwing weapon only, and cannot be used for stabbing in melee combat. **When thrown the Javelin counts as a lightning bolt (as per the spell) and cannot be caught or deflected.** If the Javelin is thrown and misses its target, **or strikes in any manner other than as a legal javelin hit**, it is still charged. If the Javelin is thrown and connects with its target, it expels its charge and is considered consumed by the reaction and may not be used as a normal Javelin. The Javelin can be recharged by a Mage, in Hades, or at the discretion of an Elder.