



SEEDS OF WARS  
STRATEGY ROLEPLAY

# ERRATA

29 MAY 2022

## Page 19

Volunteerism: « The leader may discount their muster costs by 1 WP.»

Pressgangs: “Every muster of the season costs the leader 1 more than normal.”

## Page 21

Prestige: The Prestige bonus to the Court level does not affect the maximum number of advisors a faction can have.

## Page 24

Assets and Faction Type:

“Should a faction gain or lose asset levels, this may change which asset type is the highest level. Any faction can change its faction type by using an Edict Action.

Example: Telimond gains a new Culture Asset, and now owns more levels of Culture Assets than Order Assets. If Queen Nausicaä wants to change the faction type to Culture, she must use an Edict Action to do so.”

## Page 25

§3 – “Every leader has a minimum court level of 1. The GM can waive this minimum if a faction is too uncivilized or decentralized to make use of an organized court, but any actions that reference a court level of 0 automatically fail.”

## Page 30

§3 – “If not used during the current season, the remaining points of Trade Goods are lost.”

## Page 34

§1 – “Faction leaders who own counties gain Wealth through taxation.”

## Page 39

New Free Action “Training”

“Military units can be improved, restored, or re-provisioned through a Training free action as described in the Warfare chapter (page 72).”

## Page 43

Removed the following condition: “Only the acting leader can spend Wealth and/or Influence to lower the DC of each petition.”

## Page 44

“Example: As part of the Diplomacy action, their court can travel up to four counties away (this is an exception to

the rules on page 50). Time spent negotiating and on the return journey are both included in the Diplomacy action. If the distance were greater than four counties, then The Guild of Fine Arts would have to use a Traveling action followed by a Diplomacy action to attend!”

## Page 50

Spellcraft: the Asset modifier has been removed.

## Page 66

Standard Units: Elite Archers and Marines have 2 Mv, and Infantry Scouts have 1 Ht.

## Page 82

Draw Victor’s Casualties

“The winning side must check for casualties as well, making an Order Skill Test modified by level of victory. On a draw, the modifier is +0; for a marginal victory, +2; for a significant victory, +4; for a major victory, +6; for a decisive victory, +8; and, for a massacre, +10.”

Last paragraph:

“Repeat steps 1-5 until one side is destroyed or successfully retreats, which requires a successful evasion roll between rounds of engagement. Evasion is described in detail on page 74.”

## Page 90

Disguise Unit

Target: 1 + MB units

## Page 96

Heresy (it’s already in the errata, just add to the existing)

“Pilgrimages that use the affected asset as a source or destination are suspended, and do not generate piety.”

## Chapter 5 and 6

In all faction tables:

- Skipwyth must be replaced by Shipwyth
- Kerabard must be replaced by Lightborne

## Page 107

Cadelania’s table: Earth and Sky has a Faith asset (2) in Trorel.

## Page 219

- Realm Spells - 1 point buys knowledge of 1 realm spell for 1 character; the leader or advisor must be an epic spellcaster and must have the Magic or Faith Skill needed to cast the spell in order to purchase it.