

Lord of the Rings Roleplaying Game Errata

Last Updated: 03/17/2003

Core Book

Typos and corrections from the Lord of the Rings RPG Core Book.

Pages 38-43: Each of the archetypes has (Common) listed as a specialty of Language: Westron. "Common" is another name for Westron, not a specialty of that skill, and should be eliminated where it occurs in this context.

Page: 38: Menelcar's Bearing is listed as 9, it should be 8.

Page 38: Menelcar's Armed Combat is listed as +6. It should be +5.

Page 38: Substitute Evasion for Swift Strike.

Page 38: Drop the Edges Favour of Fortune and Strong-willed.

Page 39: Grór's Wits is listed as 7. His Wits should be 4.

Page 39: Grór's Nimbleness is listed as 9, it should be 8.

Page 39: Grór's Willpower is listed as +0. His Willpower should be +1.

Page 39: Grór should have Stout as a Racial Ability.

Page 41: Broca Took should have Small Folk as a Racial Ability.

Chapter Three: Change any reference to the Craftsman Edge to "Craftmaster".

Chapter Three: There is an extra space before the hyphen in "Middle-earth" in the right facing page headers. It should be eliminated.

Chapter Three: The following races should have Unarmed Combat as a Racial Skill: Dwarves, Men.

Page 72: Table 3.1 lists +1 Savvy as an effect of old age. This should be Wisdom.

Page 73: In Table 3.2, the Wild Man 'Youth' age category should read '9-14' not '10-14'.

Chapter Four: The following orders should have Unarmed combat as a Order Skill: Barbarian, Mariner, Rogue, Warrior, Captain, Knight, Ranger, and Spy.

Page 81: Southron Nomad and Losson Tribesman should have access to Travel-Sense instead of Sense of Direction.

Page 81: Add Hardy to the Edge list of the Mountain Folk package.

Page 83: The edge list for the Stonemason package are in the wrong font.

Page 87: Vala Virtue should refer to Page 163.

Page 92: Basic Mariner and Fisherman should have access to Travel-Sense instead of Sense of Direction.

Page 95: Strike the following sentence from the Gladden ability: 'Thus, you must perform for at least one hours for this ability to have any effect.' It is not accurate.

Page 103: The page's penultimate sentence contains a close parenthesis and slash that do not belong.

Page 112: The character creation example should show that using the Free Picks, Menelcar only raises his Bearing and that Grór only raises his Nimbleness to 8.

Chapter Five, page headers: should read "Ringing Anvils and Rhymes of Lore".

Page 119: Games and Survival are not Skill Groups.

Page 122: Armed Combat's 'Special' section should refer to Table 9.14: Combat Actions and Manoeuvres on page 226 (rather than referring generally to pages 227-40). It should also specify that only actions corresponding to the test type 'Armed Combat' can be chosen for this bonus.

Page 147: The Effect section of the Hardy trait (p.147), should read "Reduce all injury penalties you suffer by 2. For example, when Incapacitated, you perform tests at a –5 test result penalty instead of the usual –7."

Page 163: Under "The Power of Words," just above the minor heading "heightened courage," the paragraph should read as follows:

"Narrators can use any appropriate effect from the following list to simulate the power of words. They can also make up others that seem fitting to them:

Heightened Courage: When a character invokes the name of Elbereth or another Vala and spends a point of Courage on a task, he receives a +4 bonus instead of the usual +3."

Page 163: Under "Inspiration", the sentence should read "...for Inspire or Willpower tests to resist Intimidate (Fear) and like effects."

Page 172: The Duration listing for Animal Messenger, as well as the Range and Duration listings for Beast Summoning should be followed by a double asterisk (**).

Page 172-173: Remove any leading asterisks in Table 7.1.

Page 172: The Requisite listing for Fireshaping should read "Kindle Fire".

Page 176, first column, second paragraph: The second and third sentences should be replaced with, "Spending a second pick to improve Blinding Flash's area of effect allows the caster to affect a ten foot radius. Subsequent picks double the radius, so the third pick would allow a 20 foot radius, the fourth a 40 foot radius, and so on."

Page 177, first column, first paragraph, first sentence: Is printed in black ink on a black background. This text should read "...words of kindly advice from one offering wise counsel or inspirational speeches..."

Page 180, third column, under "Fireshaping": Requisite listing should read "Kindle Fire".

Page 186: In the Shadow of Fear spell description, the text should read, "This dreadful spell extends a caster's ability to control others with terror."

Page 186, Table 7.4: Weak Power should read "...with the Woven Words ability..."

Page 206: Under 'Weapon Size', it says: "Men and Noldorin Elves can use Medium Troll-

weapons if they have a Strength of 14 or greater." This should be lowered to 12 (which means the penalty for using such a large weapon cancels out their Attribute Modifier).

Page 208, Table 8.3: The small shield provides only a -3 penalty to ranged attacks.

Page 223: The last sentence under "Repeated Attempts" should read "Thus, the first re-try is at -2 to the roll, the second at -4 to the roll, and so forth."

Page 226: Table 9.14 is incorrect on three things:
'Armed Attack, two-weapon' should read 'Armed Attack, two-handed'
'Armed Attack, power' takes up 2 actions, not 1
'Armed Attack, two-handed' takes up 2 actions, not 1

Page 232, Table 9.18: Damage Absorbed by Chainmail, mithril should read "+10 to chainmail's value".

Page 232, Table 9.18: Remove the weight listings for shields and amend the entry for small shields to reflect that a small shield provides only a -3 penalty to ranged attacks.

Page 233: The first header in Table 9.19 should refer to the Attacker's Test Result.

Page 246: In the sample poisons, all potency and treatment modifiers should be positive modifiers to the TN, not negative modifiers to the Test (as they currently are).

Page 249, Table 9.39: Replace Exhaustion's effect with "-10 to all tests, collapse".

Page 250: The second sentence of the first paragraph under "Recovering Weariness" should be amended to the following: "Table 9.39 gives you the amount of time needed to recover to the next lower Weariness Level."

Page 252: The final 'l' in the sub-header 'Stealthy Travel' should be a small capital.

Page 252: The last line of the first column should read "-1 per -1 test result penalty".

Page 252: The third line under Size of Group should read "101-1,000".

Page 253: The distance between Minas Tirith and Pelargir should be 43 leagues, rather than 432 leagues.

Page 273-274: The missing paragraph should read as follows:
"Dol Guldur and Mirkwood: Even after the White Council drives the Necromancer from Dol Guldur in TA 2941, Mirkwood remains a dark and dangerous place, particularly in the south. Any player characters venturing beneath its boughs are sure to find adventure."

Page 278: Remove the apostrophe from 'character's' in the first sentence of the second paragraph under 'The Primary Objective.'

Page 278: The double quotes around the phrase 'get into character' in the first paragraph under 'Exceptional Roleplaying' should be single quotes.

Page 279: Change "Episode" to "Chapter".

Page 287: The missing line at the very bottom of the page should read:
"During his early years in Middle-Earth, he traveled extensive-"

Page 290: The order for the Dunlending described by this write-up should be barbarian rather

than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon.'

Page 290: The order for the Orc described by this write-up should be barbarian rather than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon (Scimitar).'

Page 291: The Uruk should also have Vitality as a Favoured Attribute.

Page 291: Several skills are missing Specialties. These skills (with Specialties) are: Conceal (Hide Weapon), Inquire (Interrogate), Persuade (Fast Talk), Stealth (Shadow), Survival (specific environment).

Page 292: The order entry for Trolls should read 'Barbarian, Rogue, or Warrior if any (this write-up assumes barbarian).' The order ability should be Preferred Weapon rather than Favoured Weapon.

Page 298: There is a typo on the character sheet. It should say Swiftiness, not Nimbleness modifier as regards Initiative. Initiative is the same as a Swiftiness test.

Narrator's Screen

Typos and corrections from the Lord of the Rings RPG Narrator's Screen and its materials.

Booklet, Table of Contents: Should read as follows:

The House of Margil	4
Act One: An Unexpected Task	6
Scene One: The Hall of Fire	6
Scene Two: The Journey North	8
Act Two: Margil's House	10
Scene One: The Journey Ends	11
Scene Two: Pursuit!	12
Scene Three: The Orc Camp	13
Act Three: Hunting Margil	15
Scene One: The Chase Begins	15
Scene Two: The Final Battle	16
Conclusion	16

Fellowship of the Ring Sourcebook

Typos and corrections from the Lord of the Rings RPG Fellowship of the Rings Sourcebook.

Frontspiece: The arrangement of of the Bree-land towns of Staddle, Archet, and Combe does not match the map on page 89. The page 89 map is the more accurate of the two.

Page 22: Aragorn should not have Love (Arwen) as a flaw. His skill Lore: Realm (Moria) +2 should be removed, and the specialty Moria added to his existing Lore: Realm skill. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs. His edge Foresighted should be removed (as he does not have either of its requisites).

Page 28: Frodo should have edge Rank (Hobbit-gentry). The elaboration about his Corruption should read: "This slowly rises over the course of his quest until he becomes Corrupt at Sammath Naur."

Page 49: Sam should have +6 ranks in Craft: Gardening.

Page 52: Gandalf should not have the order ability Wizard_s Heart. He should have the order ability Spellcasting 9 (rather than 14) and should have Wizard Spellcasting 5. He should have +4 ranks in the skill Mimicry. {REMOVED: He should only have +12 ranks in the skill Intimidate (Power).}

Page 57: Gil-galad's skill Armed Combat: Spears should be Armed Combat: Polearms (Spear). His Ranged Combat (Bows, Spears) should be Ranged Combat: Bows +15 and Ranged Combat: Spears +15. His Unarmed Combat (Brawling) +13 should be Unarmed Combat: Brawling +13

Page 59: Gimli should have the Battle Axe specialty in Armed Combat: Axes.

Page 60: Gimli should not have the edges Dodge or Valiant. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs.

Page 66: Gollum should have the Hobbit racial abilities Small Folk, Soft-footed, Sure at the Mark, and Tough as Old Tree-Roots. His favoured attributes should be Nimbleness and Strength; his favoured reaction should be Swiftness. He should have +5 ranks in the skill Unarmed Combat (Wrestling) and the edge Night-eyed 2. He should have Corruption: Corrupt.

Page 72: Legolas should have the order abilities Mighty Shot 2 and Swift Shot 2, the edges Ambidextrous and Two-handed Fighting, and should have +8 ranks of the skill Armed Combat: Blades (Long Knife). Legolas should have the Ranged Combat: Bows specialty (Longbow).

Page 75: Saruman should have Corruption: Corrupt. He should have the order abilities Spellcasting 7 (rather than 10) and Wizard Spellcasting 3. He should have +4 ranks in Mimicry, +4 ranks in Language: Black Speech, +4 ranks in Language: Orkish (Isengard-dialect), and +7 ranks in Lore: Race (Orcs, Uruk-hai). Language: Grey Elvish should be Language: Sindarin.

Page 80: "Flaws: Curious" should be "Edges: Curious." Pippin's Wits should be 6.

Hero's Journal

Typos and corrections from the Lord of the Rings RPG Hero's Journal.

* No space is given to indicate favoured attributes and reactions. Place an asterisk after the attribute or reaction that is favoured, or underline it.