

Lord of the Rings Roleplaying Game Errata

Last Updated: 01/15/2004

Core Book

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

NOTE: Entries marked with a * have been corrected in the second printing of the 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.

**Page 55, Example:* the skill Lore: Realm (Gondor) is used. The roll is 8, +6 (skill ranks), +1 (wits), +1 (renown), +1 (misc.) = 17. There should also be a +2 specialty bonus included in the calculation. (*Moved from CRF*)

**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 61:* Most Dwarves also speak Westron. (And it should be listed under "Speech.") (*Moved from CRF*)

* *Page 65:* The 'Sense Of Direction' edge is listed under the Sindar elves' Edges options. This should read 'Travel Sense' and refers to the Edge on p.151. (*Moved from CRF*)

**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.

**Chapter Four:* The following skills are considered Order Skills for the Orders noted:

- Loremaster (p.86): Perform
- Minstrel (p.95): Perform, Ranged Combat
- Rogue (p.100): Inquire
(Moved from CRF)

*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 103: The second sentence under "Favoured Weapon" should read "Choose a combat skill – Armed Combat, Ranged Combat, or Unarmed Combat – and Specialty."

*Page 105: You must have at least one rank in either Smithcraft or Craft: Bow/Arrows to be able to use the Bowyer Ability. (Moved from CRF)

Page 109: Weather-sense should be listed as an order skill for Rangers.

*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.

*Page 113: The Free Picks are handled as advancement picks with regard to the cost (and not on a one-to-one basis). The limitations on what can be improved remain the same (Primary Attributes, Skills and Edges). (Moved from CRF)

*Chapter Five: Page headers should read "Ringing Anvils and Rhymes of Lore".

*Page 116: The first specialty is only free during character creation (includes racial picks and free picks). You can buy a second specialty for a skill during character creation using any pick that would normally give you a Skill Rank. After character creation, you can use advancement picks to get additional specialties for existing or new skills, as per the costs in Table 11.1, p.278. (Moved from CRF)

*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 153: The quote at the head of "Arrogant" should be attributed to "Éomer", not "Jomer".

Page 154: The quote at the head of "Craven" should be attributed to "Éomer", not "Jomer".

**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."

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

Page 165: The penultimate paragraph includes a page reference to the Foresighted edge. It should be to page 146 rather than page 165.

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

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

**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 178: Remove the slash from the end of the Enslave Beast effect description.

**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 205:* Table 8.2 should be modified to show the following for each weapon's Damage/Parry Bonus:

- Axe, Battle: 2d6+4/+1
- Axe, Great: 3d6+2/+1
- Club: 1d6+1/+1
- Dagger: 1d6+2/-2
- Dagger, Long Knife: 1d6+3/+0
- Dagger, Orc: 1d6+3/+0
- Hammer: 2d6+1/+0
- Mace: 2d6+1/-1
- Mattock: 2d6+4/+1
- Pikestaff: 2d6+1/+0
- Shield (bash): 1d6+1/+5 or +3
- Spear: 2d6+3/+1

- Staff: 1d6+2/+2
 - Sword, Longsword: 2d6+5/+1
 - Sword, Longsword, Orc: 2d6+5/+1
 - Sword, Scimitar: 2d6+3/+1
 - Sword, Short Sword (Eket): 2d6+1/+0
 - Whip: 1d3+Grapple/-3
 - Arrow, regular or Orc: 2d6
 - Dagger, Thrown: 1d6+2
 - Javelin: 2d6+4
 - Spear, Thrown: 2d6+3
 - Stone, Thrown: 1d6
- (Moved from CRF)*

Page 205: The prices listed in Table 8.2 should be modified as follows to conform to the guidelines on prices from page 204:

- Axe, Battle: 3 SP
- Axe, Great: 3SP, 2 sp
- Dagger: 1SP, 2sp
- Dagger, Long Knife: 1 SP, 3 sp
- Dagger, Orc: 1 SP, 3 sp
- Hammer: 2 SP, 1 sp
- Mace: 2 SP, 1 sp
- Mattock: 3 SP
- Pikestaff: 2 SP, 1 sp
- Spear: 2 SP, 3 sp
- Sword, Longsword: 3 SP, 1 sp
- Sword, Longsword, Orc: 3 SP, 1 sp
- Sword, Scimitar: 2 SP, 3 sp
- Sword, Short Sword (Eket): 2 SP, 1 sp
- Whip: 1 SP
- Dagger, Thrown: 1 SP, 2 sp
- Javelin: 3 SP
- Spear, Thrown: 2 SP, 3sp

Page 206: The following text should be added to the whip's description.

"If you score a Superior Success or better you manage to grab your opponent with the whip. Each round thereafter you can use the weapon to hold your opponent defenseless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your test result). While held, the opponent is easier to hit; modify attack tests made to hit the opponent by +5." *(Moved from CRF and made a separate entry)*

**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 214, Table 9.1:* The effect of Walk should be "Move 3-6 yards." The effect of Jog should be "Move 7-9 yards." The cost of Run should be 2 actions, and the effect should be "Move up to 27 yards." The effect of Sprint should be "Move up to 40 yards." *(Moved from CRF)*

**Page 214:* The descriptions of Walk, Jog, Run, and Sprint should be modified to conform to the modifications to Table 9.1. *(Moved from CRF)*

*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 231-232: Just hitting someone with the flat of your blade or the pommel of your dagger is not going to stun them. You have to hit them in specific locations (head or back of the neck usually) to accomplish the desired effect. A called shot to the head is a +12 TN (according to table 9.18)! That means if you are attacking a target with a Defense of 10, you have to get a test result of 23 to get a complete success, a 28 to get a superior success, or a 33(!) to get an extraordinary success. *(Moved from CRF)*

*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 235, Table 9.22: The effect of Canter should be "Move 24 yards." The cost of Run should be 2 actions. *(Moved from CRF)*

Page 237: The pony should have a Strength of 14 (+4)

Page 237: The horse should have a Strength of 16 (+5)

Page 237: The warhorse should have a Strength of 18 (+6)

Page 237: Mearas should have a Strength of 19 (+6)

Page 237: The Elven-steed should have a Strength of 19 (+6). Also add "Ride (Keep Rider) +6" to the skill list.

*Page 240: Under Strength (p. 240, 3rd paragraph, 3rd sentence) it should read:
"If the unit succeeds with an attack, it inflicts a number of points of damage on the opposing unit equal to the attacker's Strength plus the attacker's Size, less the defender's Toughness."
Note that this takes the defender's Size out of the equation. Size contributes directly to the amount of damage a unit can take or dish out, but not how much damage it can absorb without effect. *(Moved from CRF)*

*Page 245: The headers on Table 9.33 should be "Distance Fallen", "Damage" and "Acrobatics TN" and a line below the table was removed that read "A successful Acrobatics test reduces the damage sustained by half." *(Moved from CRF)*

*Page 246: The Potency section should read as follows: "This is a measure of the poison's toxicity. It modifies the TN of the Stamina reaction test to resist the poison's effects." *(Moved from CRF)*

*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:* A character who becomes Exhausted collapses immediately into unconsciousness and can take no further action until he regains at least one Weariness Level. To recover to Spent, the collapsed character must make a TN 10 Stamina test (to which the -10 penalty for being Exhausted applies). This test can be attempted once each round in a combat situation, once per minute outside combat, or at dramatically appropriate moments designated by the Narrator. A companion may make a TN 10 Healing test to help an Exhausted character come around. Marginal success on this Healing test reduces the Exhausted character's Stamina test TN by 3, complete success reduces it by 5, superior success reduces it by 10, and extraordinary success results in the Exhausted character recovering to Spent immediately. (*Moved from CRF*)

**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:* The 1 point cost for 'Racial' skills in the advancement table (Table 11.1, p.278) only applies to the Native Languages and Lore picks (sidebar, p.60) that the character chooses during character creation, not from the list of 'Racial' picks listed under the Racial descriptions (Skills and Traits, p.62, 65, 69, and 72). (*Moved from CRF*)

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 296: The hell-hawk should have a Strength of 20 (+7)

Page 296: The Oliphant should have a Strength of 24 (+9)

Page 297: The Warg should have a Strength of 12 (+3)

**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 16: Third column, second paragraph, it says that Arwen races ahead of the Black Riders and crosses the Anduin. Unless she crossed the Misty Mountains while the audience weren't looking, I believe this should rather be the Bruinen.

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). His Adaptable ability should note that it improved his Stamina.

Page 24: Arwen's Wits modifier should be +3.

Page 25: The author still believes that Arwen crosses the Anduin in the film. However, the Anduin is still on the other side of the Misty Mountains. Should be Bruinen, again.

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 33: The quote concerning Tom Bombadil doesn't originate with Goldberry, but with Tom himself, singing a song about himself.

Page 39: Barliman Butterbur's Perception modifier should be "(+1)". "Hoard" should be listed as an Edge.

Page 42: Elendil has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges. Elendil's entry of "Ranged Combat (Bows, Spears) +15" should read: "Ranged Combat: Bows +15, Ranged Combat: Spears +15." The same applies for "Unarmed Combat (Brawling)," which should be "Unarmed Combat: Brawling." His Adaptable ability should note that it improved his Stamina.

Page 44: Elrond's " Lore: Lore: Magic" skill should just be " Lore: Magic".

Page 47: Galadriel should have the Foresighted edge. The text "Ride +9" should be removed the Edge list.

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.

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. Gil-galad has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges.

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 61: Gloin should have the Battle Axe specialty in Armed Combat: Axes. His edge Fell-handed should note that it is improved with one additional pick to expand its scope to all Orcs.

Page 63: Glodfindel has Hardy and Healing Hands listed as Order Abilities; both should be moved to Edges. His "Armed Combat: Spears" should be "Armed Combat: Polearms (Spear)." His "Ranged Combat (Bows, Spears) +10" should be "Ranged Combat: Bows +10, Ranged Combat Spears +10." His "Unarmed Combat (Brawling)" should be "Unarmed Combat: Brawling."

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 Swiftly. He should have +5 ranks in the skill Unarmed Combat (Wrestling) and the edge Night-eyed 2. He should have Corruption: Corrupt.

Page 70: Isildur has Hardy and Healing Hands as Order Abilities, these should be Edges. His Adaptable ability should note that it improved his Stamina. His "Ranged Combat (Bows, Spears) +12" should be "Ranged Combat: Bows +12, RangedCombat: Spears +12." His "Unarmed Combat (Brawling)" should be "Unarmed Combat: Brawling."

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 74: Lurtz's "Language: Common" should be "Language: Westron." Lurtz's "Fealty" should not be "to Sauron, Saruman, or other master," but, since he is Lurtz, simply "to Saruman."

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. Saruman should have the Staff of Power order ability. "Wizard's Fist" should be included in Saruman's spell list.

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.

Fell Beasts & Wondrous Magic

Typos and corrections from the Lord of the Rings RPG Fell Beasts & Wondrous Magic sourcebook.

Page 10: Lesser Balrogs should have a movement rate of 15.

Page 12: Typical Balrogs should have a movement rate of 15.

Page 12: Greater Balrogs should have a movement rate of 15.

Page 13: The Greater Balrog's special ability 'Invulnerable (fire)' should be listed under Special Abilities rather than Skills.

Page 15: Black Horses should have a Strength of 18 (+6)

Page 17: A Helegrog should have a movement rate of 12.

Page 18: A Dindair should have a movement rate of 9.

Page 19: Caradhras the Cruel should have a movement rate of "Naught".

Page 21: Cold-drakes should have a movement rate of 24.

Page 22: Fire-drakes should have a movement rate of 18.

Page 23: Winged-drakes should have a movement rate of 15 (30 in flight). Winged-drakes should **also** have 'Flight' as a special ability.

Page 24: Ents should have a movement rate of 24.

Page 27: Lesser Giant Spiders should have a movement rate of 6.

Page 28: Greater Giant Spiders should have a movement rate of 9.

Page 29: Half-orcs should have a movement rate of “As medium-sized characters”.

Page 30: Hell-Hawks should have a Strength of 20 (+7) and a movement rate of 6 (18 in flight).

Page 21: Huorn should have a movement rate of Naught (or 24 per “Mostly Immobile” ability).

Page 33: Kraken should have a movement rate of 18 (in water only).

Page 34-35: Nazgûl (all types) should have a movement rate of “As medium-sized characters”.

Page 37: Oliphaunts should have a Strength of 24 (+9) and a movement rate of 30.

Page 38-39: Orcs (all types) should have a movement rate of “As medium-sized characters”.

Page 42: A Sea Kraken has TN Equivalent: 25 and a movement rate of 27 (in water only).

Page 43: Shelob's Spawn should have Language: Westron +3, because their description discusses how they might make agreements with their prey. Also, they should have a movement rate of 12.

Page 44: The order entry for Hill-trolls should read 'Barbarian.' The order ability should be Preferred Weapon rather than Favoured Weapon. Hill-trolls should have a movement rate of 4.

Page 45: Snow-trolls should have a movement rate of 4.

Page 46: The order entry for Cave-trolls should read 'Barbarian.' The order ability should be Preferred Weapon rather than Favoured Weapon. Cave-trolls should have a movement rate of 6.

Page 46: Etten should have a movement rate of 4.

Page 47: Olog-hai should have a movement rate of 9.

Page 48: Uruk-hai should have a movement rate of “As medium-sized characters”.

Page 49: Vampires should have a movement rate of “As medium-sized characters”.

Page 51: Wargs should have a Strength of 12 (+3) and a movement rate of 12.

Page 52: Werewolves' Man-form should have a movement rate of “As medium-sized characters”, Warg-form should have a movement rate of 12.

Page 56: Brown Bears should have a movement rate of 6.

Page 57: A swarm of bees should have a movement rate of 4.

Page 57: The favoured reaction of birds of prey is Swiftiness. Birds of Prey should have a movement rate of 2 (18 in flight).

Page 57: The favoured reaction of carrion birds is Stamina. Carrion birds should have a movement rate of 2 (12 in flight).

Page 58: Songbirds should have a movement rate of 2 (9 in flight).

Page 59: Cats should have a movement rate of 6.

Page 59: Dogs should have "Movement Rate 6-9 (depending on breed)" rather than "x."

Page 59: The listing of Dolphin special abilities should include Requires Air, which is described under its Unique Special Abilities. Dolphins should have a movement rate of 6 (in water only).

Page 60: Donkeys should have a Strength of 12 (+3)

Page 60: Elk should have a movement rate of 9.

Page 60: Foxes should have a movement rate of 9.

Page 60: Ponies should have a Strength of 14 (+4) and a movement rate of 9.

Page 61: Riding Horses should have a Strength of 16 (+5) and a movement rate of 9.

Page 61: A warhorse has Defence 10 and Movement Rate 12. The favoured attributes of warhorses are Strength and Vitality. Their favoured reaction is Stamina. They should also have a Strength of 18 (+6) and a movement rate of 9.

Page 61: Mearas should have a Strength of 19 (+6)

Page 62: The favoured attributes of Elven Steeds are Strength and Vitality. Their favoured reaction is Stamina. They should also have a Strength of 19 (+6). Also add "Ride (Keep Rider) +6" to the skill list.

Page 62: A mule has Defence 10 and Movement Rate 6. Mules have Willpower +4 (rather than +/-4). They should also have a Strength of 16 (+5) and a movement rate of 9.

Page 62: Oxen should have a Strength of 20 (+7) and a movement rate of 6.

Page 63: Sharks should have 6 Wound Levels (2 Healthy) based on their Size. Sharks should have a movement rate of 6 (in water only).

Page 63: Constrictors should have a movement rate of 4.

Page 64: Vipers should have a movement rate of 4.

Page 64: Squirrels should have Armed Combat: Natural Weapons (Bite) +1 and a movement rate of 3.

Page 64: Turtles should have a movement rate of "1 foot".

Page 65: Wolverines should have a movement rate of 6.

Page 64: Wolves should have a movement rate of 9.

Page 72, Table 3.3: Remove all references to "Deterrent".

Page 74, Table 3.5: The Titanic entry was unintentionally omitted from the table. It should have Strength adjustment +24 and Vitality adjustment +32.

Page 77: Trapbuilder should not appear as a complement to Burrowing. The skill Craft: Traps should appear there instead.

Page 77: The second instance of the phrase "material affected" in the first sentence under Corrosion (Effects) should be struck.

Page 78: Incorporeal should not have Vulnerability as a restriction.

Maps of Middle-earth, set 2: Cities and Strongholds

Typos and corrections from the Lord of the Rings RPG Maps of Middle-earth, set 2.

Booklet, Page 7: As shown on the map of Isengard, the River Isen flows to the east of Isengard, rather than through its circle as the text states.

Umbar Map: "Abaronloni" should be "Abarloni."

Umbar Map: The English label for "Batark a Gúnon-zaráz," the road leading south from Umbar, should be "Harad Road" rather than "Harondor Road." The Harondor Road begins at "Kúzon Savak (North Gate)."

Moria

Typos and corrections from the Lord of the Rings RPG Moria boxed set.

Khazad-Dum, page 38: To bring the Chamber of Mazarbul map into line with the insert map, its scale should be 4 squares = 1 yard.

Khazad-Dum, page 45: To bring the Typical Workshop map into line with the insert map, its scale should be 6 squares = 1 yard.

The Two Towers Sourcebook

Typos and corrections from the Lord of the Rings RPG The Two Towers Sourcebook.

Page 34: Felaróf should have Strength and Vitality marked as Favoured Attributes and Stamina marked as his Favoured Reaction. He should have Courage 5. His Strength should be 21.

Page 46: Shadowfax should have Defense 12 and Movement Rate 12. His Strength should be 19.

Page 66: Shelob's movement rate should be 12.

Page 72: Treebeard's movement rate should be listed as 24. Also, replace "Quickbeam" with "Treebeard" under "Brew Ent-draught".

Page 76: Grima Wormtongue should have Corruption: Corrupt.

Page 84, under "Password": Replace "King" with "Steward".

Quick-start Adventure

Typos and corrections from the Lord of the Rings RPG Quick-start Adventure.

General: The errata'ed weapon damage statistics were not used in the PC and NPC descriptions. They should be used. (See the core rulebook errata.)

Page 6: Weary characters suffer a -4 penalty, rather than the -3 penalty listed.

Page 13: The number of Haradrim appearing should be 1 per PC, plus the leader.

Page 13: The Haradrim Warriors and Haradrim Leader should have the racial ability Dominion of Man.