

THE ONE RING ERRATA

“But they can make mistakes, even the Top Ones can.”

This errata document includes corrections for the first and second printings of *The One Ring* core rules.

PAGE 36: Replace *Elven-skill's* description with the following:

If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a roll when using a Skill in which you possess at least one rank.

PAGES 48, 100: In the *Weapons Tables*, add “2-handed” in the Notes of the Bow and Great Bow. Add the following Note to the Dagger: “Can trigger Pierce as if it was a Sword (see page 99).”

PAGE 80: *Common Virtues* can now be acquired only once each.

PAGE 80: Replace *Hardiness's* description with the following:

- ◆ Raise your maximum Endurance rating by 2 points, or by your WISDOM rating, whichever is higher.

PAGE 81: Replace *Dwarf-friend's* description (first bullet point) with the following:

- ◆ If your Fellowship focus is a Dwarf, whoever among you is fighting in a Defensive stance may attempt the Protect Companion combat task to benefit the other as a secondary action.

PAGE 82: Replace *High Destiny's* description with the following:

- ◆ Raise your maximum Endurance rating by 1. The first time that you receive a Wound that would normally kill you — a deadly wound — you are saved by some miraculous circumstance that leaves you Wounded but alive, and you immediately raise your maximum Hope rating by 1 point. Then, your destiny is completed (you can do this only once).

PAGE 83: Replace *Broken Spells's* description with the following:

- ◆ Choose three Skills in which you possess at least one rank and mark them with a dot (or rune!) on your

character sheet. Whenever you use any one of the three marked Skills, you can spend 1 Hope to achieve a Magical success.

PAGE 83: Replace *Stone-hard's* description with the following:

- ◆ Raise your maximum Endurance rating by 1. All your Protection rolls are Favoured, as long as you are not Miserable.

PAGE 85: Replace *Memory of Ancient Days's* description with the following:

- ◆ When you are targeted by a Journey Event while you are in a Wild Land, roll on the Journey Events table as if you were in a Border Land, and as if you were in a Wild Land if you are in a Dark Land. Moreover, in addition to your chosen role you are always allowed to cover the Scout role.

PAGE 85: Replace *Art of Disappearing's* description with the following:

- ◆ If a location or a situation offers even the smallest opportunity to hide or sneak silently away, make a STEALTH roll: if you succeed, you simply disappear.

PAGE 87: Replace *Defiance's* description with the following:

- ◆ Raise your maximum Endurance rating by 1. At the end of each Combat scene, if you are not Wounded or Miserable, you recover a number of Endurance points equal to your HEART or WISDOM score.

PAGE 88: Replace *Strange as News from Bree's* description with the following:

- ◆ During each Fellowship Phase, you receive a rumour from the Loremaster. In addition, if you are in the Bree-land, you gain (1d) on all INSIGHT and RIDDLE rolls.

PAGE 88: Replace *Endurance of the Ranger's* description with the following:

- ◆ Raise your maximum Endurance rating by 1 point. If you wear a suit of Leather armour (with no helm) or no armour at all, and carry no shield, you never gain Fatigue during a journey.

PAGE 89: Replace *Heir of Arnor's* description with the following:

- ◆ With the help of the Loremaster, use the rules on page 161 to create either a Marvellous Artefact, or a Famous Weapon possessing a single Enchanted Reward and up to 2 normal Rewards.

PAGE 95: Surprised enemies no longer cannot take actions in the first Close Quarters Round. Instead, they now *lose* (1d) on all combat rolls in the first Close Quarters Round.

PAGE 95: The Company can now outnumber the opposition by only two adventurers to one human-sized enemy fighter (or four adventurers to one greater than human-sized opponent) to allow more Player-heroes to assume a Rearward stance than would normally be possible.

PAGE 96: The following paragraph is removed:

Engaged combatants remain as such until their opposition is defeated, or until they leave combat.

This means that Player-heroes can now ignore engagement (but not other limitations) when selecting their combat stance (including Rearward) at the start of each round.

PAGE 99: When you spend one or more Success icons \mathcal{T} to trigger Pierce, you can modify the Feat die numerical result of your attack to a maximum of 10.

PAGE 101: Replace the last two paragraphs under *Complications and Advantages* with the following:

On the contrary, combatants may find themselves enjoying an advantage — such as having the high ground, standing on a vantage position allowing them to pepper the enemy with arrows, or fighting with their flanks protected by natural barriers.

Using the examples provided by the tables overleaf, the Loremaster can set a level of complication or advantage, imposing a bonus or a penalty to the attack rolls made by a combatant involved in the fight (either a Player-hero or an adversary).

PAGE 102: Replace the first paragraphs with the following:

If the Loremaster deems it appropriate, a Player-hero can make a BATTLE roll as their main action for the round to impose or remove a complication or to gain an advantage, based on the description of the battlefield and the tactical choices of the combatants.

On a success, the acting player can either gain an advantage on their next attack roll, remove a complication from it, or impose a complication on the next attack roll made against them (again, refer to the table below for examples). The modifier can benefit an additional Player-hero for each \mathcal{T} icon rolled.

PAGE 102: Enemies made Weary by *Intimidate Foe* are now Weary on all combat rolls for the length of the round, instead of only on their next attack roll.

PAGE 103: *Protect Companion* now requires a roll of **ATHLETICS** instead of **BATTLE**.

PAGE 106: Replace the first bullet points in the *Introduction* paragraph with the following:

- ◆ If the roll is a failure, the time limit is equal to 3.
- ◆ If the roll is a success, the time limit is equal to 4, plus 1 for each \mathcal{T} icon rolled.

PAGE 132: Under the *Set Time Limit* paragraph of the *Skill Endeavour Sequence*, replace the bullet points with the following:

- ◆ If the Company hasn't enough time to complete the task, the time limit is set to 3;
- ◆ If the Company has only a short time, the time limit is equal to 4;
- ◆ If the Company has enough time, the time limit is set at 5;
- ◆ If there is plenty of time, the time limit is set at 6 or more.

PAGE 143: Each combat round, an adversary can now spend a maximum of Hate/Resolve equal to their Might.

PAGE 149: The *Orc-axe* stats in the Great Orc Bodyguard box should be (5/18, Break Shield).

PAGES 149, 151, 157, 232: Replace *Hideous Toughness's* description with the following: "The creature is unaffected by unarmed attacks. Additionally, when an attack inflicts damage to the creature that would cause it to go to zero Endurance, it causes a Piercing Blow instead. Then, if the creature is still alive, its Endurance score is set back at half its maximum rating."

PAGE 150: Replace the Orc Soldier *Craven* ability text with the following: “When affected by the Intimidate Foe combat task, the creature also loses 1 Hate.”

PAGE 154: Replace the Undead *Strike Fear* ability with the following:

- ◆ **THING OF TERROR:** At the start of the first round of the battle all Player-heroes in sight of one or more creatures with this ability gain 3 Shadow points (Dread). Those who fail their Shadow test are daunted and cannot spend Hope for the rest of the fight.

PAGE 170: For the purposes of calculating the starting Eye Awareness of a Company add 1 for each Famous Weapon and Armour carried by members of the Company (instead of adding 2).

PAGE 170: Replace *The Company Includes* table with:

PLAYER-HEROES	EYE AWARENESS
Only Hobbits or Men	0
One or more Dwarves	1
One or more Dúnedain or Elves	2
One or more High Elves	3

PAGE 188: Change the corresponding line in the *Archet Hunting Bows* box with the following: “After completing this, the hero may spend any Fellowship Phase at Archet to gain an Archet Hunting Bow as their next Reward, or to replace one of their Rewards with an Archet Hunting Bow.”

PAGE 199: Ignore the reference to ‘Overbear’ in Búrzgul’s stat block.

PAGE 199: Replace Búrzgul’s *Orc Poison* ability text with “If an attack results in a Wound, the target is also poisoned (see page 134 for the effects of poison).”

PAGE 199: Replace Ash’s *Fear of Fire* ability text with “The creature loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item.”

PAGE 219: Gilraen’s *Fellowship Bonus* is 0 (not +1).

PAGE 229: Lady Elwen possesses all the *Fell Abilities* of Fell Wraiths (page 155), including the Undead default abilities of *Deathless*, *Heartless* and *Thing of Terror*.

PAGE 233: On *Table 2*, result #9 should read ‘Man-like’.

PAGE 236: *Tables 6–8* are from an earlier iteration. Here are the correct tables:

TABLE 6. CHARACTERISTICS:

FEAT DIE ROLL	ATTRIBUTE LEVEL AND HATE	ARMOUR	ENDURANCE	MIGHT	COMBAT PROFICIENCY	# OF FELL ABILITIES
👁️	12	5d	120	3	4	5
1–2	11	4d	110	3	3	4
3–4	10	4d	100	3	3	4
5–6	9	3d	90	2	3	3
7–8	8	3d	80	2	3	3
9–10	7	3d	70	2	3	2
👁️	6	2d	60	2	2	2

A Nameless Thing should be given a Parry modifier if the concept suits the description of a creature that can deftly avoid the attacks of its enemies (ranging from +1 to +3). If the thing is slow and bulky, no Parry modifier should be applied (and a negative modifier could be considered instead).



TABLE 7. ATTACK FORMS:

SUCCESS DIE ROLL*	ATTACK	DAMAGE	INJURY	SPECIAL DAMAGE
1–2	Crush (hooves, paws)	Attribute Level	12	Break Shield
3–4	Bite (bite, beak)	Attribute Level –2	14	Pierce
5–6	Rend (fangs, claws)	Attribute Level –2	16	Seize

* Roll twice on the following table to determine the primary and secondary attacks of the Nameless Thing.

TABLE 8. FELL ABILITIES:

ROLL A FEAT DIE

	Thing of Terror	At the start of the first round of the battle all Player-heroes in sight of one or more creatures with this ability gain 3 Shadow points (Dread). Those who fail their Shadow test are daunted and cannot spend Hope for the rest of the fight.
1	Deadly Wound	Wounded targets make an <i>Ill-favoured</i> Feat die roll to determine the severity of the injury.
2	Denizen of the Dark	All rolls are <i>Favoured</i> while in darkness.
3	Great Leap	Spend 1 Hate to attack any Player-hero, in any combat stance, including Rearward.
4	Horrible Strength	If the creature hits and causes a Piercing Blow, spend 1 Hate to make the target's Protection roll <i>Ill-favoured</i> .
5	Poison	If an attack results in a Wound, the target is also poisoned (see page 134).
6	Heartless	The creature is not affected by the Intimidate Foe combat task, unless a Magical success is obtained.
7	Thick Hide	Spend 1 Hate point to <i>gain (2d)</i> on a Protection roll.
8	Strike Fear	Spend 1 Hate to make all Player-heroes in sight gain a number of Shadow points (Dread) equal to the Might rating of the creature. Those who fail their Shadow test are daunted and cannot spend Hope for the rest of the fight.
9	Snake-like Speed	When targeted by an attack, spend 1 Hate to make the attack roll <i>Ill-favoured</i> .
10	Foul Reek	Spend 1 Hate point to cause all combatants engaged with the thing to <i>lose (1d)</i> on all rolls for the round.
	Fear of Fire	The thing loses 1 Hate at the start of each round it is engaged in close combat with an adversary wielding a torch or other sort of burning item.

THE ONE RING F.A.Q.

“It’s a good day for long tales, for questions and for answers...”

Q: Is the Dwarves’ Cultural Blessing Redoubtable applied before or after Rewards that reduce armour’s Load rating, such as Cunning Make?

A: After.

Q: On page 47, starting heroes can choose their “favoured” selection or armour, helms, or shields. Does it mean that you get benefits similar to Favoured rolls when using them?

A: No. To avoid any confusion, “favoured” has been replaced with “preferred” in that sentence.

Q: Can a Player-hero ever change their Fellowship Focus?


A: Yes, but within limits. Normally, this should only happen over an extended period of time (such as during a Fellowship Phase), but the Loremaster may allow exceptions.


Q: Should players always carry around their total Treasure points, including those from their starting Standard of Living? That seems like an excessive amount of Load!

A: Of course not! The rules on page 159 for Carrying Treasure refer only to Treasure points recovered during an adventure. Player-heroes are considered to possess a safe and easily accessible place, at home or elsewhere, to store their total Treasure points.

Q: Can a Company benefit from Endurance recovery from a Prolonged Rest outside a sheltered and safe refuge?

A: Yes. Outside a safe location, they will not get rid of Fatigue, but can recover Endurance.

Q: Can  icons scored on Combat Tasks’ Skill rolls (and on BATTLE rolls to gain advantages or remove complications) trigger the options listed in the Skill Special Success Table on page 19?

A: Yes, but with limits (and exceptions). For example,  icons scored with Intimidate Foe and Rally Comrades already have specific effects of Widen Influence, while Make Haste would not be applicable because of the rules about main actions requiring the hero’s full attention.

Q: Can a Player-hero benefit from their own Rally Comrades?

A: Yes. The bonus is gained on the following round, so the Player-hero can change stance to one that the Rally Comrades affects.

Q: Can Famous Weapons and Armour have more Rewards added?

A: No, you can only unlock the Rewards (Enchanted or otherwise) with which it was created. However, the Loremaster may allow exceptions, such as having the Famous Weapon or Armour reforged by a powerful Loremaster character.

Q: Can a spear be given Enchanted Rewards only usable for ranged weapons?

A: Yes, although they will only apply when the spear is used to make ranged attacks.