

THE ONE RING ERRATA

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

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

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.”

PAGES 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 composition 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 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</i> (2d) 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</i> (1d) 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.

ENDPAPERS: Loremaster's Map: The reference to 'Free Lands' in the map box should read 'Border Lands' instead. Also, each hex is 20 miles wide.