

Elfbook

page 33: Terrain Effects on Movement Table — “km” should read “mile”

Maximum subtraction from normal travel is 95% of normal speed. Thus, the subtraction for mountains covered by heavy vegetation is 95%, not 110%.

page 37: Stealth Terrain Modifiers Table — Effects of this table should only be applied to moving in cover. Stealth is unaffected by terrain if the elf is hiding without movement. The Stealth skill should be doubled when in broken ground, whether the character is moving or not.

page 38: Distance of Missed Throws from Target Table — This table only shows how close a horizontal throw comes to a missed target. The item will actually land at the end of its normal range, usually 20 yards. It does show how close a lobbed item comes to the target.

page 41-42: Plant-Shaping / Rock-Shaping — A shaper may use as many magic points in one melee round to do his shaping as he wishes. Novice shapers usually do it one magic point at a time, so as to maintain control, since they make a skill roll with the power each round and thus lose no magic points with failed rolls. An expert will simply use all the needed points at once if he has enough available.

If using the power offensively, to hit or entangle a foe, the STR of the object will be equal to the magic points put into the shaping.

Animal Bonding — Just as an elf may have only one bond animal, the animal can only be bonded to one elf.

Astral Projection — A Mind-Snared Astral Projector must continue to expend a magic point each hour snared. However, since the elf is inactive while snared thus regaining one magic point per hour, there is no net loss while snared.

page 45: Sending — dependent powers: Astral Projection, Hypnosis, Mind-Snare

page 51: Knockback — Damage taken from being knocked back into an object is absorbed by armor.

page 52: Fumbled Melee Weapon Parries Table — For all entries from 76-93, the foe does not have to roll to hit on his next attack.

page 54: Dodge — Dodge may be used against attacks with melee weapons and thrown missiles. It may only be used against a missile when the attacker is clearly visible to the dodger.

Disarming — Second Paragraph: The damage done by the disarming weapon is the normal rolled damage for the weapon. This damage is rolled, even though no actual damage is done, to provide a number to roll against the opposing STR on the Resistance Table.

Last paragraph: A line is missing, however the whole paragraph is erroneously and fully repeated as the last paragraph under Knockdown.

Knockdown: A defender facing a knockdown attempt may brace himself, adding his STR to his SIZ against knockdown attacks from one 90 degree arc if he does not move in that melee round.

page 58: Set Spear Versus Charge — Always determine whether the set spear attack is successful before resolving any other combat between attacker and defender unless the charging target has a weapon as long or longer than the set spear.

page 60: Missiles and Missile Weapons Table — The Plainsrunner bolas was left off this table. The pertinent statistics are:

name	STR/DEX	damage AP	effective range	max. range	fire rate
Bolas	5/13	1D3*	—	15	25

* If the roll is a special hit, it wraps around the location struck and binds the location until the end of a melee round in which the target makes a DEX times 4 roll to unwrap itself (at least for the rest of the melee round).

page 67: Glider Magic Powers — Tapping is a power that was not authorized by WaRP Graphics. Ignore it.

Worldbook

page 5: Wind — There is a contradiction between the rule for effects on missiles and the example. The example is right. The text should read: “Missile adjustments begin after wind STR 10. Each further wind strength point reduces the missile accuracy 2 percentiles per point of STR.”

page 12: Crocodilian — Skills: Swim DEX x 10

page 13: Giant Hawk — SR with bite and claw are 4, not 6.

page 18: Treewee — SR with bite is 8, not 9.

page 19: Wave Dancers — Wave Dancers do not animal-bond with Sea Elves. Instead they are partners.

page 20: Wolf — Bite SR is 6, not 7.