

Lost Roads of Lociam

Errata

As with any production this size there are bound to be complications and errors creeping in. So too in this one.

These errors are, unless noted otherwise, for the 1st printing and the 1st POD-version.

Below are corrected errors in in the game. If you find any more please feel free to report them through the homepage forum.

The most annoying flaw in the printed rules is in the number sequence of the damage-table on page 57.

Below is the correct table, feel free to insert it on that page.

Roll	Damage as per AS							
1D10	AS1	2	3	4	5	6	7	8
1	0	0	0	1	2	3	4	5
2	0	0	1	2	2	3	4	5
3	0	1	2	3	3	4	5	6
4	1	1	2	3	3	4	5	6
5	1	1	2	3	4	5	6	7
6	1	2	3	4	4	5	6	7
7	1	2	3	4	5	6	7	8
8	2	3	4	5	6	7	8	8
9	2	3	4	5	6	7	8	9
10	3	4	5	6	7	8	9	10

The big effect of this errors is, for normal games, that a strong person (with +1 damage bonus) does not get benefits for using Great Club, as compared to a normal-strength wielder of the same weapon.

Due to a typographical error in the printing process, the 1st printing also has a slightly different typeface for Chapter 7 than the rest of the book. While not important in itself it does mess up the page numbers a bit. The 1st printing is therefore one page shorter than the POD-version. This messes up the index and the reference-material a bit. Versions with both page-numbers will be available on the homepage.

Both of the above errors were fixed in the 1st POD version. The below errors, sadly, were not.

Page 10 - the note that Lociam is the third planet from its sun should read **fourth** planet from its sun.

Page 20 - The education-table had two typos.

1D100 1D100 Education

1-3	1-7	Paladin
4-9	8-13	Leader
10-17	14-23	Priest
18-26	24-31	Sage
27-37	32-39	Monk
38-48	40-45	Thief
49-58	46-52	Warrior
59-70	53-64	Craftsman
71-80	65-72	Pathfinder
81-91	73-79	Courtesan
91-95	80-88	Healer
96-97	89-94	Demon-hunter
98-99	95-99	Magician
100	100	Roll twice on this table, ignore a result of 100

Page 28 - Priests gain a level of Reading/writing-knowledge (own language or other)

Page 29 and 37 - Herd-keeping should not have a * at its cost.

Page 35 - A failure still lets the character attack with the weapon in the swordhand, but at +20 due to bad balance, but not use the off-hand at all.

Page 41 - Each language is its own knowledge even if placed in a group.

Page 43 and 44 - There are no attributes for Knowledges.

Page 47 - learning knowledges takes Costx10 weeks, not Cost/2.

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Page 48 - A character can, if in a hurry, use his/her speed to the fullest and move double (x2) the Movement. This, however, is very straining, and a character can only Sprint for CON Rounds carrying equal or under the Carry-attribute/4. If he/she sprints carrying Carry/8, he/she can sprint for 5+CON Rounds, and if carrying less than Carry/16 he/she sprint for 10+CON Rounds.

Page 49 - *Example: Jarith has a carry of 14, and carries 24 Enc. This means that he is exceeding his Carry by over 100%, but not 200% (that occurs when he carries 28 Enc). Jarith will now move at a pace of 7.5 (50% of his normal 15), and if he uses any DEX- or SPD-based skills he does so with a modifier of +50, making it hard to fight indeed. He has to rid himself of some gear if he wants to flee, or fight.*

If he was to only carry 5 Enc (35% of his Carry) he would move at a pace of 13.5 (15 -10%) and only suffer +10 on the rolls. This would be much better for him in a fight.

Page 51 - In Control. The character controls his/her fear, but it makes his/her body shake. All DEX-based skills are modified by +30 for 40-WIS minutes.

Page 57 - the damage is “subtracted”, not “deducted”.

The player-characters, being heroes, takes twice the **normal** damage when not defending themselves.

Page 59 - Below is a table that tells you how long it takes for a person with a certain CON to heal one point of Health **while resting**.

Page 63 - After that, a roll on First Aid has to be made with a **+5 modification to the roll** for each Round the character has been unable to wake him-/herself.

Page 78 - The map Path-seer grants only extends MAN km, not MANx10.

Page 80 - Stonebreaker can be used to to break through lids, doors, rocks, and such.

Page 81 - Whenever an attribute, most commonly Mana, MAN, is referred to, it is assumed to be the caster's **current** MAN, unless stated otherwise.

Page 85 - Heat notes temperatures in Centigrades.

Page 87 - The flameball PER-roll is subject to modifications just like other ranged attacks

Page 91 - Endure hunger cannot be used again for 20-wearer's CON (minimum of 1) days **of eating normally**.

Page 93 - Veil of mist. Actions that require sight suffer a +10 modification while in the mist.

Parting the waves affects a body of water up to MANx10 meters across.

Page 95 - The pace of healing in a Pool of healing is **ten times** normal, not twice as fast.

Page 96 - Asphyxiate lasts MAN rounds.

Page 97 - Air-walk lasts MANx2 minutes.

Page 120 - Giant Snake has a Bite, S, 6, 2, 70%

If a giant snake manages to bite a creature, and this creature then **fails with a Critical STR-roll**, the snake can chose to squeeze it next turn.

Page 122 - A wyvern can, of course, have two horns, just like the illustrated one has, one on either side of their head.

Page 126 - Normally a young person has 0 in Karma, a mature person 1, middle-age 2 and old 3. A Monk and Paladin have +1 to this score, and a Priest +2.

Page 127 - of course it is “Short-spear” and “Long-spear,” not “Small spear” and “Long spear”. And it is “Platinum”, not “Platina”.

Page 128 - It is of course “Halberd” not “Halbred”

Page 132 - Cloth-rope weighs 0.25/m.