

METDG: Errata and Clarifications

Series 1 : Drinkers of Middle-earth Unleashed

Hamfast Gamgee*

C: Wrong picture, mixed up with Rory Brandybuck.

Rory Brandybuck*

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E: Rory has a bonus of +1 on corruption.

Drunkards*

E: Instead of “Men Faction” read “Drinking Faction”. There isn’t a particular race for this faction.

Heavy Boozer*

E: Correct cardtext: Cancels an attack against the Wizards company with a prowess of 8 or lower (9 or lower, if the company contains a drinker). May also cancel an attack of a higher prowess, if the player takes a swig for each additional number of prowess.

The Wizard makes a corruption check modified by -2.

Let’s Have A Swig*

E: The character doesn’t come into play, he is put in your hand. Only a drinker character instead of the wizard may be taken, and he must come from the cards you revealed.

He Receives The Gift*

E: Correct cardtext: Tap a sage and take a swig to play this card on a character (no drinker) in the same company. The character becomes a drinker and his mind and direct influence is modified by -1 (mind to a minimum of 1, direct influence to a minimum of 0).

Sage makes a corruption check modified by -3. If he fails, he is not discarded or eliminated, but loses his sage-skill and becomes a drinker, if he isn’t yet.

C: Failing the corruption check doesn’t effect any other card, that is normally triggered, when failing a corruption check (e.g. Traitor).

The Art Of Brewing*

E: You have to tap the site if untapped. Add: Unique. This card can only be stored at an Inn. It cannot be the same Inn, where the card has been played.

No Drunkards here!*

C: Wrong picture, mixed up with Boozed.

Boozed*

C: Wrong picture, mixed up with No Drunkards here!

Hop And Barley*

E: Long-event.

The Green Dragon*

E: Add: A Company is not allowed to stay at the Green Dragon.

*** ... This Errata and Clarifications apply only to the 1st edition of the first METDG series “Drinkers of Middle-earth Unleashed”. It has been corrected for the 2nd edition of that series!**

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Series 1 : Drinkers of Middle-earth Unleashed

The Art Of Brewing

C: This card can only be stored at an Inn. It cannot be the same Inn, where the card has been played.

Series 2 : Middle-earth on the Floor

Barliman, Master Of The Prancing Pony

E: Add "Unique" instead of "Drinker" in the card text.

Master Drinker

E: A drinking duel caused by two Master Drinker meeting at the same site cannot be cancelled.

C: The condition for starting a drinking duel is only met, when two Master Drinker of opposing players meet at a site.

The -2 penalty for losing the Drinker ability counts at the Free Council.

Elven Drinker Sect

E: Elven Drinker Faction.

Jar Of Abstemiousness

E: only one die is used for the roll.

Drinking Spell

E: Short Event

Drinks for the Enemy

E: only one die is used for the roll.

The Scaly Deeps

E: add "The Scaly Deeps" instead of "The Wooden Deeps" in the cardtext.

Series 3: United Drinkers of Middle-earth

Waybeer

E: A character carrying waybeer must always try to move away from his site.

Distillery-master of Rivendell

C: Put the counter on the card after untapping a site.

Series 4: Drinking Feats in Middle-earth

Series 5: Drunken Council of Middle-earth

Ancient Outpost

E: there is another Wildneress on the sitepath.