

Errata  
by Taelohn  
Warcraft RPG Errata – Compiled September 28, 2004  
From: <http://www.animesatsu.net/warcrafttrpg/errata.htm>

This errata is not official, the authors and the developer are still working in a official one, it will be a long process since they don't have much time at hand, therefore the contents found here are unofficial, if you feel uncomfortable with any of the rules in the books, just check this errata made with the aid of many WCRPG players. Once again, these are only suggestions and you should follow them only if you desire to.

Warcraft RPG Errata – Compiled September 28, 2004

---

**Page 41, Ironforge Dwarf Racial Traits:**

Problem: The description for dwarven tossing hammers states that ironforge dwarves may use them as martial weapons, but the throwing hammer is not listed under their weapon familiarity list.  
Suggestion: Add dwarven tossing hammer to the ironforge dwarf weapon familiarity list.

**Page 45, Night Elf:**

Error: The prohibited classes trait causes a night elf that takes a level in an arcane spellcasting class to lose night elf abilities, and gain high elf abilities instead. For clarification, the exact effects of this should be elaborated upon.

Suggestion: The night elf's ability scores are unchanged - they do not change to the high elf's racial ability scores. Size, speed, and superior low-light vision are retained. Energy resistance, shadowmeld, and spell resistance are removed. Weapon familiarity remains the same - it does not change to the high elf's proficiency, as these reflect past training and experience. They retain their favored class and bonuses to Knowledge (nature) and Survival, and these are remain class skills (also being gained through past experience). Languages are unchanged. The night elf now gains the high elf's +2 racial bonus against mind-affecting spells, as well as arcane ability, increased caster level, empowered magic, and magic addiction. The night elf does not physically change to resemble a high elf, and is still considered a night elf (and thus eligible to take the demon hunter prestige class).

**Page 53, Tauren:**

Error: The tauren average 7 1/2 feet tall, and weigh 350+ lbs. A large-size creature must be over 8 feet, and over 500 lbs.

Suggestion 1: Change tauren size to medium. Remove the -1 size penalty to Armor Class, the -1 size penalty to attack rolls, and the -4 size penalty to Hide checks. Lifting and carrying limits are standard for a Medium creature, and they have a space of 5 feet and a natural reach of 5 feet.

Suggestion 2: Increase tauren height and weight to place them in the large size category; stats are unchanged. Note that they then use large-sized weapons - the tauren halberd dealing 3d6 damage, the tauren totem dealing 3d8 damage.

House Rule: See alternate tauren racial traits.

**Page 60, Healer:**

Error: The healer has status as a 4th-level spell. The cleric had status as a 4th-level spell in 3rd Edition, but the spell was moved to 2nd-level in v.3.5.

Suggestion: Move status to a 2nd-level spell.

**Page 60, Healer:**

Error: The healer's spell list includes holy aura, which is also listed on the priest's list of additional spells.

Suggestion: Remove holy aura from the healer spell list, leaving it available only to priests.

**Page 60, Healer:**

Error: If holy aura belongs only on the priest list (see above), then unholy aura should be removed as well.

Suggestion: Remove unholy aura from the healer spell list. If using an evil version of the priest (such as the acolyte), unholy aura (and perhaps poison) would be more appropriate there.

**Page 92, Priest:**

Error: The priest is said to turn undead as a PHB cleric equal to her divine spellcaster levels + priest levels + paladin warrior levels (if any). This may imply that priest/paladin warrior levels would be counted twice, as they are divine spellcaster levels.

Suggestion: Reword to "... equal to her total level in divine spellcasting classes".

**Page 92, Priest:**

Error: The formatting on the table is off, resulting in "Class Level Bonus", "Base Attack Save", and "Will".

Suggestion: Format to "Class Level", "Base Attack Bonus", and "Will Save".

**Page 92, Priest:**

Error: The restoration and flame strike spells are mentioned on the priest's spell list, but the healer already gains those spells.

Suggestion: Remove those spells from the priest's spell list. For suitable replacements for a priest, use atonement and break enchantment, respectively.

**Page 114, Trick Shot:**

Error: The trick shot description states "With a good angle, most cover, shield spells, and other directional forms of protection can be negated". The shield spell now provides a flat +4 shield bonus to AC, rather than a directional form of protection.

Suggestion: Remove the mention of shield spells from the description.

**Page 130, Arcanite:**

Error: The sentence beginning with "This rule applies after doubling the threat range..." and the following example paragraph should be placed at the end of the first paragraph (arcanite weapons), rather than the second (arcanite armor).

Suggestion: Move the sentence and following paragraph to the end of the first paragraph.

**Page 130, Arcanite:**

Error: The example of the increased threat range is incorrect. It adds the arcanite bonus before the keen/improved critical one, despite stating otherwise, then states that a keen arcanite longsword has a 17-20 critical threat range, while a normal keen longsword has a 17-20 critical threat range.

Suggestion: Replace text with "Example: A normal longsword has a 19-20 critical threat range, a keen longsword has a 17-20 critical threat range, and a keen arcanite longsword has a 16-20 critical threat range."

**Page 131, Thorium:**

Error: Thorium armor offers damage reduction 5/+1. This system is no longer used in v.3.5 rules.

Suggestion: Thorium armor offers damage reduction 5/magic.

**Page 156, Create Greater Undead:**

Error: The spell allows for the creation of an abomination, which is a construct, not undead.

Suggestion: Replace abomination with skeletal mage.

**Page 156, Create Undead:**

Error: This spell allows for the creation of a shade, but like lichs, shades are created through arcane rituals rather than by a single spell.

Suggestion: Remove shade. Allow wraiths (as per the Manual of Monsters) to be created with a 14-15 caster level.

**Page 156, Create Undead:**

Error: The spell allows for the creation of a revenant, which is an elemental, not undead. In addition, the creation of other types of undead are not mentioned.

Suggestion: Remove revenant. Allow skeletal warriors to be created with a caster level of 11 or lower. Allow Forsaken to be created with a caster level of 12-13.

**Page 157, Lesser Planar Ally, Planar Ally, Greater Planar Ally:**

Error: The spells are listed as only calling elementals, but the warlock class is said to call demons with it.

Suggestion: The planar ally spells may call an elemental (air, earth, fire, or water) of the proper HD. If a character has access to the warlock spell list, he may also use the planar ally spells to call any demon within the HD range.

**Page 157, Summon Monster I-IX:**

Error: The spell is listed as only summoning fiends, but previous Warcraft games have shown casters (such as the archmage of Warcraft III) summoning elementals quickly and easily in battle, rather than spending ten minutes calling one, then being forced to pay it somehow. Also, the list of demons that can be summoned with the spell is not mentioned.

Suggestion: Add the spells to the sorcerer, wizard, and shaman spell lists (in addition to the warlock), and allow summoning of the following creatures:

Summon Monster I: ---

Summon Monster II: ---

Summon Monster III: Elemental, small (air, earth, fire, or water)

Summon Monster IV: Felguard (warlock only)

Summon Monster V: Elemental, medium (air, earth, fire, or water)

Summon Monster VI: Elemental, large (air, earth, fire, or water), fel stalker (warlock only)

Summon Monster VII: Elemental, huge (air, earth, fire, or water), fel hunter (warlock only)

Summon Monster VIII: Elemental, greater (air, earth, fire, or water)

Summon Monster IX: Elemental, elder (air, earth, fire, or water), dreadlord (warlock only)

**Page 164, Lightning Shield:**

Error: The spell is listed on the Sor/Wiz spell list only, but was used by shamans in the computer game, and is an elemental ability.

Suggestion: Add lightning shield to the shaman spell list at 4th level.

**Page 169, Storm Hammer:**

Error: The spell is on the Sor/Wiz spell list only, but is most commonly used by dwarves, who favor divine magic. It is also similar to the attack used by the wildhammer dwarven gryphon riders, who strongly favor divine magic. (Alliance & Horde Compendium pg. 12)

Suggestion: Add storm hammer to the healer spell list at 2nd level.

**Page 188, The Barrens; Geography; Terrain Type:**

Error: Mulgore is listed as being southeast of the Barrens, while Dustwallow Marsh is listed as being southwest. This does not match the map.

Suggestion: Mulgore is southwest; Dustwallow Marsh is southeast.

### **Page 16, Bane Spider:**

Error: The spider's bite also inflicts a poison which gives no save and deals 1d4 negative levels. When a creature has as many hit negative levels as hit dice, it dies. As a CR 1 creature, this is exceptionally deadly.

Suggestion: Change the poison to allow a save (Fort DC 10; the save DC is Constitution-based). On a failure, it deals 1d4 points of initial and secondary Strength damage.

### **Page 22, Dryad:**

Error: The dryad's magic immunity ability is not entirely clear.

Suggestion: A dryad is immune to any spell or spell-like ability that allows spell resistance.

### **Page 23, Keeper of the Grove:**

Error: The example keeper of the grove and the "Keeper of the Grove Characters" section do not match, with differing natural armor, some special qualities found only on the monster version, changes to ability score modifiers, etc.

Suggestion: Use the example keeper of the grove, with all abilities therein. If it's to be used as a PC, treat it as having an effective character level of 14.

### **Page 23, Keeper of the Grove:**

Error: The keeper's caster levels are inconsistent.

Suggestion: Special abilities, spells, and thorns aura should all use the keeper's Hit Dice (12) as their caster level.

### **Page 29, Azeroth Black Dragons, Drake:**

Error: The average hit points are inaccurate. The breath weapon DC, frightful presence DC, and SR scores are missing and/or in incorrect columns.

Suggestion: Average HP is 66. Breath weapon DC is 16. Frightful presence DC is N/A. SR is N/A.

### **Page 29, Azeroth Black Dragons, Mature:**

Error: The bonus HP, average hit points, BAB, grapple, attack score, and Will save are inaccurate. The breath weapon DC, frightful presence DC, and SR scores are missing and/or in incorrect columns.

Suggestion: Bonus HP is 132. Average HP is 275. BAB is +22. Grapple is +41. Attack is +31. Will save is +17. Breath weapon DC is 27. Frightful presence DC is 25. SR is 21.

### **Page 29, Azeroth Black Dragons, Wurm:**

Error: The bonus HP, average hit points, BAB, grapple, attack score, Fort save, Ref save, and Will save are inaccurate. The breath weapon DC, frightful presence DC, and SR scores are missing and/or in incorrect columns.

Suggestion: Bonus HP is 370. Average HP is 610. BAB is +37. Grapple is +66. Attack is +50. Fort save is +30. Ref save is +20. Will save is +28. Breath weapon DC is 38. Frightful presence DC is 36. SR is 28.

### **Page 32, Azeroth Blue Dragons, Drake:**

Error: The bonus HP, average hit points, Fort save, and breath weapon DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 9. Average HP is 67. Fort save is +7. Breath weapon DC is 15. BAB is +9. Grapple is +11.

### **Page 32, Azeroth Blue Dragons, Mature:**

Error: The frightful presence DC is inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Frightful presence DC is 27. BAB is +24. Grapple is +41.

### **Page 32, Azeroth Blue Dragons, Wurm:**

Error: The bonus HP, average hit points, attack bonus, Fort save, Ref save, Will save, breath weapon DC, and frightful presence DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 294. Average HP is 567. Attack is +50. Fort save is +30. Ref save is +23. Will save +30. Breath weapon DC is 38. Frightful presence DC is 38. BAB is +42. Grapple is +66.

**Page 34, Azeroth Bronze Dragons, Drake:**

Error: The Fort save, Ref save, and breath weapon DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Breath weapon DC is 14. Fort save is +6. Ref save is +5. BAB is +6. Grapple is +7.

**Page 34, Azeroth Bronze Dragons, Mature:**

Error: The frightful presence DC is inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Frightful presence DC is 21. BAB is +18. Grapple is +28.

**Page 34, Azeroth Bronze Dragons, Wyrms:**

Error: The Will save and frightful presence DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Will save is +18. Frightful presence DC is 28. BAB is +30. Grapple is +53.

**Page 36, Azeroth Green Dragons, Drake:**

Error: The bonus HP, average hit points, attack bonus, Fort save, Ref save, and breath weapon DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 24. Average HP is 76. Attack is +11. Fort save is +9. Ref save is +9.. Breath weapon DC is 17. BAB is +8. Grapple is +11.

**Page 36, Azeroth Green Dragons, Mature:**

Error: The bonus HP, average hit points, and breath weapon DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 140. Average HP is 270. Breath weapon DC is 27. BAB is +20. Grapple is +30.

**Page 36, Azeroth Green Dragons, Wyrms:**

Error: The bonus HP, average hit points, attack bonus, Fort save, Ref save, Will save, breath weapon DC, and frightful presence DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 256. Average HP is 464. Attack is +38. Fort save is +26. Ref save is +24. Will save is +21. Breath weapon DC is 34. Frightful presence DC is 29. BAB is +32. Grapple is +52.

**Page 38, Azeroth Red Dragons, Drake:**

Error: The bonus HP, average hit points, attack, Fort save, Ref save, and breath weapon DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 32. Average HP is 84. Attack is +13. Fort save is +10. Ref save is +6. Breath weapon DC is 18. BAB is +8. Grapple is +18.

**Page 38, Azeroth Red Dragons, Mature:**

Error: The bonus HP, average hit points, attack, Fort save, Will save, and frightful presence DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 161. Average HP is 310. Attack is +31. Fort save is +20. Will save is +17. Frightful presence DC is 25. BAB is +23. Grapple is +41.

**Page 38, Azeroth Red Dragons, Wyrms:**

Error: The bonus HP, average hit points, attack, Fort save, Ref save, Will save, breath weapon DC, and frightful presence DC are inaccurate. Base attack bonus and grapple bonus are not listed.

Suggestion: Bonus HP is 456. Average HP is 703. Attack is +49. Fort save is +33. Ref save is +21. Will save is +29. Breath weapon DC is 41. Frightful presence DC is 37. BAB is +38. Grapple is +65.

**Page 52, Gnoll Brute:**

Error: The creature is large size, but has a Space/Reach of 5 ft./5 ft.

Suggestion: Change Space/Reach to 10 ft./10 ft.

**Page 60, Magnataur:**

Error: The creature should be Huge (Long) rather than Huge (Tall).

Suggestion: Change Space/Reach: 15 ft./15 ft. to Space/Reach: 15 ft./10 ft.

**Page 72, Obsidian Destroyer:**

Error: The obsidian destroyer's combat tactics state that it can cast see invisibility and detect magic at will. While its spell-like abilities state that it may cast detect magic at will, it may only use see invisibility once per day.

Suggestion: The creature may use see invisibility at will.

**Page 96, Lightning Lizard:**

Error: The creature's hit dice contain a typo.

Suggestion: Change bonus HP from Con to 120, rather than 1200.

**Page 99, Dark Troll:**

Error: The creature is Large size, yet has a Space/Reach of 5 ft./5 ft.

Suggestion: Change Space/Reach to 10 ft./10 ft.

**Page 99, Dark Troll:**

Error: The creature is Large size, yet does not take the -1 size penalty to attack rolls into account.

Suggestion: Change battleaxe +8 melee to battleaxe +7 melee; change claws +8 melee to claws +7 melee; change spear +5 ranged to spear +4 ranged.

**Page 99, Dark Troll:**

Error: The creature is Large size, yet is using a battleaxe sized for a medium creature.

Suggestion: Change battleaxe damage from 1d8 to 2d6.

**Page 99, Dark Troll:**

Error: The creature has nothing in its off-hand, and so should be using its axe two-handed.

Suggestion: Change strength bonus to battleaxe damage from +5 to +7.

**Page 100, Forest Troll:**

Error: The creature is Large size, yet has a Space/Reach of 5 ft./5 ft.

Suggestion: Change Space/Reach to 10 ft./10 ft.

**Page 100, Forest Troll:**

Error: The creature is Large size, yet does not take the -1 size penalty to attack rolls into account.

Suggestion: Change battleaxe +4 melee to battleaxe +3 melee; change claws +4 melee to claws +3 melee; change spear +2 ranged to spear +1 ranged.

**Page 100, Forest Troll:**

Error: The creature is Large size, yet is using a battleaxe sized for a medium creature.

Suggestion: Change battleaxe damage from 1d8 to 2d6.

**Page 100, Forest Troll:**

Error: The creature has nothing in its off-hand, and so should be using its axe two-handed.

Suggestion: Change strength bonus to battleaxe damage from +3 to +4.

**Page 101, Ice Troll:**

Error: The creature is Large size, yet has a Space/Reach of 5 ft./5 ft.

Suggestion: Change Space/Reach to 10 ft./10 ft.

**Page 101, Ice Troll:**

Error: The creature is Large size, yet does not take the -1 size penalty to attack rolls into account.

Suggestion: Change battleaxe +7 melee to battleaxe +6 melee; change claws +6 melee to claws +5 melee; change spear +3 ranged to spear +2 ranged.

**Page 101, Ice Troll:**

Error: The creature is Large size, yet is using a battleaxe sized for a medium creature.

Suggestion: Change battleaxe damage from 1d8 to 2d6.

**Page 101, Ice Troll:**

Error: The creature has nothing in its off-hand, and so should be using its axe two-handed.

Suggestion: Change strength bonus to battleaxe damage from +4 to +6.

**Page 117, Dreadlord:**

Error: The amount of bonus hit points from the creature's Con score is listed incorrectly.

Suggestion: Change bonus HP from Con to 16, rather than 12.

**Page 117, Dreadlord:**

Error: The creature has two different abilities named Vampiric Aura (Su).

Suggestion: Change the first vampiric aura to Energy Drain (Su).

**Page 117, Dreadlord:**

Error: The dreadlord's energy drain (or first listed vampiric aura; see above) has a Charisma-based DC. The dreadlord has a +8 Charisma modifier, but the DC is only 13.

Suggestion: The Fortitude DC to remove a negative level is 18 + 1 for every 2 character levels the dreadlord has. The save DC is Charisma-based.

**Page 117, Dreadlord:**

Error: The creature is not listed with a level adjustment, but there is a section on Dreadlord Characters, and this information would be required for a warlock to obtain one as a cohort.

Suggestion: Give dreadlords a +4 level adjustment.

**Page 117, Dreadlord:**

Error: The nathrezim's Intimidate and Diplomacy score seem higher than its ranks, Cha modifier, and applicable feats would imply.

Suggestion: Dreadlords have a +2 racial bonus to Intimidate checks, and a +4 racial bonus to Diplomacy checks.

**Page 119, Eredar Warlock:**

Error: The creatures are listed as dealing 1d8+75 damage on a full attack with their claws, as well as having a +293 modifier to Spot checks.

Suggestion: Change full attack claw damage to 1d8+7. Change Spot modifier to +29.

**Page 119, Eredar Warlock:**

Error: The effects of the abilities Arcane Mastery and Anti-Magic Resistance are not mentioned.

Suggestions:

Arcane Mastery: Eredar gain a +2 bonus to caster level checks, a +1 bonus to all spell save DCs, and the spell slot required to use any metamagic feats is reduced by 1.

Anti-Magic Resistance: Allow eredar warlocks to make a caster level check to cast spells in an anti-magic field. The DC is equal to what the antimagic caster's DC would be if that spell allowed for a save. If they succeed, the spell works normally.

**Page 122, Fel Stalker:**

Error: The creature has its natural armor added to its touch AC, rather than its Dex modifier.

Suggestion: Change touch AC to 12.

**Page 122, Fel Stalker:**

Error: The combat section states: "Fel Stalkers generally use their arcane vortex ability whenever in combat, unless instructed otherwise by their Pit Lord". Fel Stalkers do not have an arcane vortex ability.

Suggestion: Remove that sentence, change arcane vortex to mana burn or another ability, or give the creature a new ability called arcane vortex.

**Page 122, Fel Hunter:**

Error: The creature has its natural armor added to its touch AC, rather than its Dex modifier.

Suggestion: Change touch AC to 12.

**Page 122, Fel Hunter:**

Error: The creature's bonus HP from its Con score are inaccurate.

Suggestion: Change the amount of bonus HP the fel hunter gets to 27, rather than 18.

**Page 122, Fel Hunter:**

Error: The creature's average hit points are inaccurate.

Suggestion: Change HP to 67, rather than 45.

**Page 134, Banshee:**

Error: The banshee's wither ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the banshee's HD + the banshee's Charisma modifier.

**Page 135, Banshee:**

Error: As incorporeal creatures, banshees are stated as having no Strength score. However, if banshees are a type of ghost, and thus ethereal rather than simply incorporeal, they should retain their Strength scores in the same sense ghosts do.

Suggestion: As ethereal creatures, Banshees retain their Strength ability score despite being incorporeal, but may only use it when interacting with other ethereal beings (such as ghosts, other banshees, or those using the ethereal jaunt spell). When interacting with corporeal creatures, they use their Dexterity modifier in place of their Strength one.

**Page 138, Forsaken:**

Error: Some forsaken are said to be able to manifest temporary immunities to effects such as cold, energy drain, or nonlethal damage. As an undead creature, forsaken are automatically immune to energy drain and nonlethal damage (unless specified otherwise).

Suggestion 1: All forsaken are immune to energy drain and nonlethal damage; cold immunity is still optional.

Suggestion 2: Specify that forsaken are still partially living, and do not gain all the undead traits..

**Page 140, Ghoul of the Scourge:**

Error: Under Creating a Ghoul of the Scourge, it is stated under "Attack:" that "A ghoul also gains slam and bite attacks." It is then stated under "Full Attack:" that "A ghoul also gains claw and bite attacks." The description of the Paralyzing Touch ability then states "Those hit by a ghoul of the Scourge's bite or claw attack...", while the Sample Ghoul of the Scourge possess bite and slam attacks.

Suggestion: Replace all instances of "slam" with "claw".

**Page 141, Ghoul of the Scourge:**

Error: The ghoul's paralyzing touch ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the ghoul's HD + the ghoul's Charisma modifier.

**Page 144, Shade:**

Error: The shades' special attacks are Wisdom-based, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC for a shade's special attacks to  $10 + \frac{1}{2}$  the shade's HD + the shade's Charisma modifier.

**Page 145, Shade:**

Error: Shades receive a +6 bonus to their Strength score. Incorporeal creatures do not have Strength scores.

Suggestion: Remove the +6 Strength bonus from the template.

**Page 145, Shade:**

Error: Shades are considered incorporeal, but Touarril, the example shade, has a creature type of undead (augmented humanoid, Scourge).

Suggestion: Change Touarril's creature type to undead (augmented humanoid, incorporeal, Scourge).

**Page 145, Shade:**

Error: Touarril, the example shade, speaks Abyssal, a language not found in the Warcraft setting.

Suggestion: Change to dwarven.

**Page 147, Skeletal Warrior:**

Error: The skeleton warrior's rot ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the skeletal warrior's HD + the skeletal warrior's Charisma modifier.

**Page 149, Withered:**

Error: The withered's paralysis ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the withered's HD + the withered's Charisma modifier.

**Page 150, Wraith:**

Error: The wraith's wither ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the wraith's HD + the wraith's Charisma modifier.

**Page 152, Zombie:**

Error: The zombie's parasitic infestation ability gives a flat save, which is inconsistent with the special attacks of other undead (or most other creatures in general).

Suggestion: Change the save DC to  $10 + \frac{1}{2}$  the zombie's HD + the zombie's Charisma modifier.

**Page 153, Abomination:**

Error: The "full attack" listing does not change from the "attack" listing. The abomination's bonus damage from its Strength score is also inaccurate.

Suggestion: Change full attack to: Slam +12 melee (2d6+6) and bite +7 melee (1d8+3).

**Page 153, Abomination:**

Error: Abominations are depicted, in artwork and in the computer game, as wielding cleavers and sickles, yet are only listed with slam and bite attacks.

Suggestion: Change to the following:

Attack: Slam +12 melee (2d6+6) or bite +12 melee (1d8+3) or battleaxe +12 melee (2d6+6/x3) or kusari-gama +12 melee (1d8+3).

Full Attack: Slam +12 melee (2d6+6) and bite +7 melee (1d8+3) or battleaxe +6 melee (2d6+6/x3) and battleaxe +2 melee (2d6+3/x3) and kusari-gama +2 melee (1d8+3).

**Page 157, Just Won't Die:**

Error: This salient ability provides an undead creature with regeneration 1. Creatures without a Con score (and thus immune to subdual damage) cannot have the regeneration quality.

Suggestion: Change to fast healing 1, and create a special clause stating that the creature is not destroyed at 0 HP.

**Page 176, Azgalor:**

Error: Azgalor's base attack and grapple scores do not include the base attack bonuses he received for his last eight outsider hit dice.

Suggestion: His base attack and grapple scores are +28 and +51.

**Page 178, Illidan Stormrage:**

Error: Illidan's base attack and grapple scores do not include his +8 epic bonus.  
Suggestion: His base attack and grapple scores are +21 and +32.

**Page 178, Illidan Stormrage:**

Error: Illidan's bonus HP from his Con score is listed inaccurately.  
Suggestion: Change Illidan's bonus HP from his Con score to 315, rather than 319.

**Page 179, Illidan Stormrage:**

Error: Illidan's spell save DCs do not take the extra Cha granted by his amulet into account.  
Suggestion: Change 22 + spell level to 25 + spell level.

**Page 179, Illidan Stormrage:**

Error: The demon form granted by Illidan's template has a duration of 3 + Cha modifier rounds. It is currently listed as 25 rounds, which is too high.  
Suggestion: Change duration to 14 rounds.

**Page 179, Illidan Stormrage:**

Error: Due to the powerful spells Illidan has been known to cast (such as attempting to destroy Northrend from Dalaran), he should have the epic spellcasting feat (now that epic rules are open content).  
Suggestion: Replace great cleave with epic spellcasting.

**Page 180, Prince Kael'thas Sunstrider:**

Error: Kael's base attack and grapple scores do not include his +5 epic bonus.  
Suggestion: His base attack and grapple scores are +20 and +30.

**Page 180, Prince Kael'thas Sunstrider:**

Error: Kael's bonus HP from his Con score is listed inaccurately.  
Suggestion: Change Kael's bonus HP from his Con score to 203, rather than 182.

**Page 180, Prince Kael'thas Sunstrider:**

Error: Kael's average hit points are inaccurate.  
Suggestion: Change HP to 317, rather than 318.

**Page 180, Prince Kael'thas Sunstrider:**

Error: With the release of the Alliance & Horde Compendium, Kael'thas should be a blood elf rather than a high elf.  
Suggestion: Change his empowered magic trait (empower spell 1/day without changing spell slot) to the fel magics trait (giving him access to the warlock spell list).

**Page 182, Kel'Thuzad:**

Error: Kel'Thuzad's class levels are not listed.  
Suggestion: After his name, add "15th-Level Wizard/10th-Level Necromancer".

**Page 182, Kel'Thuzad:**

Error: Kel'Thuzad's average hit points are inaccurate.  
Suggestion: Change his HP to 162, rather than 133.

**Page 182, Kel'Thuzad:**

Error: Kel'Thuzad's base attack and grapple scores do not include his +3 epic bonus.  
Suggestion: His base attack and grapple scores are +13 and +15.

**Page 182, Kel'Thuzad:**

Error: Kel'Thuzad could also use the epic spellcasting feat (as he summoned Archimonde).  
Suggestion: Consider replacing his second improved spell capacity feat with epic spellcasting (note that this would take away his ability to cast 11th level spells).

**Page 182, Kel'Thuzad:**

Error: Kel'Thuzad is missing the special abilities of the necromancer prestige class.

Suggestion: Kel'Thuzad may use the spell-like ability death touch 3/day (+15 melee touch, roll 10d6 - if this number is greater than the target's current hit points, it dies). He may also use the following as spell-like abilities: animate dead 5/day, death pact 3/day, create undead 2/day, and create greater undead 1/day (as the spells, caster level 10th).

**Page 184, the Lich King:**

Error: The Lich King should have 52 HD rather than 42 HD, as Arthas was 17th level and Ner'zhul was 35th level. This affects his HP, saves, attacks, special ability DCs, and so forth. He is also missing the lich template's racial bonuses to Listen, Search, Sense Motive, and Spot checks. His class levels (7th-Level Fighter/5th-Level Healer/10th-Level Shaman/10th-Level Wizard/10th-Level Necromancer/10th-Level Death Knight) are not listed, and he does not have the full abilities of his death knight or necromancer levels (as the Alliance & Horde Compendium was not printed at the time). Animate minions and undead mastery have their names switched around. His base attack/grapple scores are missing his epic bonus, and his (pre-epic) base attack bonus could be increased to +20, as he is supposed to possess all the skill of both Arthas and Ner'zhul combined. He is also short a few feats due to Arthas and Ner'zhul possessing some of the same feats as one another - but with his wish spells, he could replace those with new ones.

Suggestion: See errata'd Lich King.

**Page 185, the Lich King:**

Error: His spell-like abilities are listed under "Spell-Lke Abilities".

Suggestion: Change to "Spell-Like Abilities".

**Page 186, Sylvanas Windrunner:**

Error: Sylvanas' class levels are not listed.

Suggestion: After her name, add "1st-Level Ex-Barbarian/9th-Level Fighter/10th-Level Elven Ranger/10th-Level Sorcerer".

**Page 186, Sylvanus Windrunner:**

Error: Sylvanus' base attack and grapple scores do not include her +5 epic bonus.

Suggestion: Her base attack and grapple scores are +25 and +31.

**Page 186, Sylvanus Windrunner:**

Error: Sylvanus' land speed is 40 ft., which is listed as 6 squares (of 5 ft. each).

Suggestion: 40 ft. is equivalent to 8 squares.

**Page 186, Sylvanas Windrunner:**

Error: Sylvanus should have another feat from her HD/class levels, and should gain Alertness as a bonus feat (for being a banshee).

Suggestion: Give Sylvanas the Alertness feat (increasing Listen and Spot checks by +2), as well as another feat (such as greater weapon focus [longbow], increasing all her ranged attacks with that weapon by +1).

**Page 187, Sylvanas Windrunner:**

Error: Sylvanas casts arcane spells as a 10th-level sorcerer - she has 10 levels in sorcerer, but is also a high elf, which get a +1 to effective caster level.

Suggestion: Sylvanas casts as an 11th-level sorcerer.

**Page 188, Lady Vashj:**

Error: Lady Vashj's base attack bonus does not include her pre-epic sorcerer BAB or her +3 epic bonus.

Suggestion: Her base attack score is +16 (her grapple score is accurate).

### Page 16, Furbolg:

Error: The furbolg's racial traits are missing darkvision, improved grab, and the Ursine language, which they possessed in the Manual of Monsters. They are also listed with a bite attack, which furbolgs normally do not use.

Suggestion: Add Darkvision 60 ft. and the improved grab ability to the furbolg racial traits. Give them the ability to speak Ursine automatically. Remove the furbolg bite attack - only corrupted furbolgs bite.

### Page 20, Naga:

Error: Female naga are always given snake-like hair as a racial trait; in the computer game, only the sea witch unit had such hair, while the sirens had fins.

Suggestion: While not an error, consider replacing the female naga's innate +4 to spot checks and uncanny dodge with the extra arms mutation; the +4 to spot checks and uncanny dodge becomes a greater mutation in place of the extra arms. This reflects that both the sirens and sea witches have four arms, but only the sea witches have snake-like hair.

### Page 28, Demon Hunter:

Error: The demon hunter prestige class was created by those seeking to follow in the footsteps of Illidan Stormrage. It is open to (and practiced by) blood elves, which are generally chaotic neutral/evil. The class requires someone such as Illidan (a neutral evil character) to train them. It has an alignment prerequisite of good.

Suggestion: Remove the alignment prerequisite.

### Page 28, Demon Hunter:

Error: The demon hunter's Enlightenment ability does not list the demon hunter's blindsight range.

Suggestion: This should be 60 ft., plus 15 ft./demon hunter level. (60/75/90/105/120/135/150/165/180/195).

House Rule: For clarification, a demon hunter can see within their blindsight range in 360 degrees, and in black and white. They automatically detect hidden or invisible units within that range. They can "see" their surroundings within the blindsight range, which allows them to move about without falling over rocks or walking into trees, and allows them to read (as many demon hunters may have levels in the wizard class). For determining the presence of anything moving beyond their blindsight range, they must make Listen or Spot checks, opposed by the targets Move Silently and Hide checks, respectively. They cannot detect non-moving targets outside of their blindsight range. They must then move within blindsight range if they wish to identify the presence.

### Page 35, Necromancer:

Error: The necromancer has several ways of creating undead, but is unable to directly control even those undead he himself creates.

Suggestion: At first level, the necromancer gains the rebuke/command ability. The necromancer may rebuke or command undead creatures as an evil cleric (see the PHB) of a level equal to his arcane caster level.

### Page 41, Warmage:

Error: The warmage's battlemagic ability reads "At 1st level and every other level thereafter...", while the table shows that battlemagic is gained at levels 2, 4, 6, 8, and 10.

Suggestion: Use the table.

### Page 44, Windrider:

Error: The class abilities list the windrider as gaining the spirited charge feat at level 6, but the table shows it as being gained at level 7.

Suggestion: Grant spirited charge at level 6.

### Page 50, Ruthless Command:

Error: This feat has a prerequisite ability score of Cha 13. Page 45 states that no Commander feats ever have a minimum Charisma score as a prerequisite.

Suggestion: Replace 'Cha 13' with 'Intimidate 5 ranks'.

**Page 47, Feedback:**

Error: The feat's prerequisites are unusually high, and the "unable to cast arcane or divine spells" prerequisite prevents them from being used in conjunction with the steal magic feat - which, like feedback, is an ability of the spellbreaker unit in the RTS. It also prevents high/blood elves from taking it, as they may always cast cantrips unless they have less than 10 Intelligence (spellbreakers have been shown to be almost exclusively blood elves).

Suggestion: Change base attack bonus prerequisite from +8 to +4; replace the "unable to cast arcane or divine spells" prerequisite with "Spellcraft 2 ranks".

**Page 50, Spellbreaker:**

Error: The feat's prerequisites are unusually high, and the "unable to cast arcane or divine spells" prerequisite prevents them from being used in conjunction with the steal magic feat (another ability of the spellbreaker unit), or by high/blood elves (who may always cast cantrips unless they have less than 10 Intelligence); while spellbreakers have been shown to be almost exclusively blood elves.

Suggestion: Change base attack bonus prerequisite from +8 to +4; replace the "unable to cast arcane or divine spells" prerequisite with "Knowledge Arcana 2 ranks and Spellcraft 2 ranks".

**Page 51, Stand at Death's Door:**

Error: This feat is not given a feat type.

Suggestion: Change to [General].

### Page 7:

Error: The character Ziggler is mentioned as a gnome in one sentence, but is a goblin in all the other references (and the picture).

Suggestion: Change 'gnome' to 'goblin'.

### Page 43, Graven One:

Error: The 9th level ability "armor of bones and shadow" is listed as "armor of bones and steel" on the table.

Suggestion: Change "steel" to "shadow" on the table.

### Page 86, Death and Decay:

Error: The spell deals 3d3 points of damage per caster level (maximum 20d8) per round. Three does not divide into eight or into twenty.

Suggestion: Change to a flat 20d8 points of damage per round; a character must be level 17+ to cast the spell in the first place.

### Page 116, Frost Wyrms Skull Shield:

Error: The item mentions the reactions of white dragons. There are no white dragons in Warcraft.

Suggestion: Change to "blue dragons".

### Page 125, Warden's Moon Sword:

Error: The table states that the moon sword costs 100,350 gp. But in the item description (pg. 129), the price is listed as 20,350 gp.

Suggestion: Change the price in the table to 20,350 gp.

### Page 126, Demon Hunter War Blades:

Error: The buckler shaft of the blade provides a +1 armor bonus. If it is equivalent to a buckler, a shield bonus is more logical, and would allow this bonus to stack with any armor or bracers of armor that the character may be wearing.

Suggestion: Change "armor bonus" to "shield bonus".

### Page 145, Druid's Pouch:

Error: The item grants a +1 enhancement bonus to Intelligence for non-druid characters. Enhancement bonuses to ability scores are always even numbers, to allow everyone to gain the same benefit (ie. a +2 bonus would result in a +1 increase to the modifier of a character with either a 13 or a 14 score, whereas a +1 would bring the 13 (+1) to 14 (+2), but the 14 (+2) would change to 15 (+2) and gain no benefit).

Suggestion: Change the enhancement bonus to Intelligence for non-druids to +2.

### Page 155, Horn of Cenarius:

Error: The Horn of Cenarius is listed as a minor artifact (an object beyond the ability of mortals to create, but there are more than one of them). As a completely unique item that cannot be replicated by mortals, the horn should qualify as a major artifact.

Suggestion: Place the horn under a major artifact section.

### Page 156, Shadow Orb:

Error: The shadow orb is listed as a minor artifact. The text suggests that it, like the horn, is one of a kind.

Suggestion: List the shadow orb as a major artifact.

### Page 158, Shield of the Deathlord:

Error: The Shield of the Deathlord is listed as a minor artifact. The text suggests that it is a unique item, though of unknown origins.

Suggestion: List the shield as a major artifact.

**Page 185, Substitution Engine:**

Error: The elven language "Thallasian" is misspelled "Tharllasian".

Suggestion: Change to "Thallasian".