

The unofficial errata for world of warcraft was compiled by Adam Loyd, with credits for the following forum members for their contributions: Warlock (for something about jungle/forest trolls), Kenzuki (for annoying me enough about the Grom thing), Deicide (for a long Q&A he gave Luke a bit back).
Disclaimer: *This archive was created by me, a game designer and author for the World of Warcraft RPG line. What follows is not official per se, but rather clarifications and suggestions to improve the playability and enjoyment of the World of Warcraft line. If you do not agree with a change I have made, then feel free to disregard the change and play with the old way. It's your game after all.*
— Adam Loyd.

World of Warcraft RPG Core Rulebook Errata

Pg. XX - Thrall did not kill Grom. Grom died from the pit lord Mannoroth's death throes, which Grom inflicted without care for his safety. With his death, the orcs were freed from their demonic corruption. Grom is now held as a hero to the Horde.

Pg. XX - Hunter spells are commonly referred to in the Magic chapter. This is a misprint; the hunter may not cast magic. However, a new prestige class will be released in a future product that uses the Htr spells.

Pg. XX - Ironforge dwarves are improperly named. The correct name for the race is Bronzebeard dwarves. Ironforge is to describe their city of origin, not the whole race. This errata carries on through all subsequent books.

Pg. 10 - Under year 6, change the reference of jungle trolls being new allies to forest trolls. Jungle trolls did not join the Horde until the Third War.

Pg. 13 - Stormwind's population is incorrect. Change it to 25,000.

Pg. 17 - Ratchet's population and classification is incorrect. Change it to: (City, 7,000).

Pg. 33 - The table and night elf entries for racial adjustments do not match; the entry is correct. Night elves receive a +2 bonus to Spirit and a -2 penalty to Charisma.

Pg. 34 - Many racial levels grant bonus weapon proficiencies. However, those races gain these weapons as martial weapons as well. Consider this optional rule:

If the race is already proficient in the bonus weapon, the character may receive Weapon Focus in that weapon instead. This is a house rule.

Pg. 37- The high elf's bonus languages are incorrect. Change to the following:

Bonus Languages: Darnassian, Dwarven, Goblin, Orcish, and Zandali. High elves learn the languages of their allies, as well as

their most hated enemies.

Pg. 38 - The high elf's Arcane Ability ability is unclear. Upon gaining this ability, the high elf may choose 4 cantrips out of the arcanist spell list. He may cast each once per day, as a spell-like ability. The high elf may choose the same cantrip more than once, if he wishes, to cast that spell an additional time per day. Once chosen, these abilities are locked and may not be adjusted again.

For example, Silth the warlock chose Detect Magic twice, Read Magic, and Mage Hand. He now may choose to cast Detect Magic 2/day, Read Magic 1/day, and Mage Hand 1/day, all as spell-like abilities. He need not even be a spell-caster to use this ability. He may not, however, change these abilities at a later date. They are fixed and permanent.

If the GM decides to be lenient, he may allow the high elf to choose ANY arcane cantrip, regardless of what spell list it is on. This would be a house rule, however, and isn't official.

Pg. 39 - Add the following paragraph after the line ending: "These skills are considered class skills for all night elf characters."

Pg. 39 - Add the following racial trait:

+2 racial bonus vs. electricity and poisons. Night elves are hearty, and resistant to the whims of nature.

This jives with the on-line nature resistance night elves get.

Pg. 39 - Add the following paragraph to the last paragraph, first column, after the sentence following: night elf abilities "and harnessing their mystical natures."

Night elf levels stack with a divine spell-

casting class level for purposes of determining caster level for spells. If the night elf has two divine spellcasting classes, add the racial levels to the higher of the two.

Pg. 40 - The night elf's shadowmeld ability is incorrect. Change to the following:

Shadow Meld (Sp): At 1st level, the night elf can use *shadow meld* as a spell-like ability. She can use this ability a number of times per day equal to her night elf level; the caster level equals her night elf level.

Pg. 46 - Add Zandali to the list of orc bonus languages.

Pg. 48 - Add Zandali to the list of tauren bonus languages.

Pg. 48 - According to the 3.5 SRD, tauren should be considered Monstrous Humanoids. However, the designers left them as humanoids for game balance. As an optional, advanced rule, you may consider all taurens Monstrous Humanoids instead.

Pg. 50 - The listing for the jungle troll's automatic and bonus languages are incorrect. Change to the following:

Automatic Languages: Common and Zandali
Bonus Languages: Goblin, Low Common, Orc, and Taur-ahe. Jungle trolls know their allies' languages, and Goblin is always helpful.

Pg. 51 - The base attack bonus for the troll levels are incorrect. Use the following instead:

Troll Level	Base Attack Bonus
1st	+0
2nd	+1
3rd	+2

Pg. 52 - The undead traits are misquoted. Intelligent undead (those with an Intellect score) can heal naturally. This includes Forsaken. To heal, a forsaken does not require sleep per se, but it needs at least eight hours of inactivity as well as food (in the form of raw flesh, the only thing Forsaken can eat properly) to promote negative energy to heal the forsaken. Like any other creature without Regeneration, the Forsaken cannot regrow lost limbs.

Pg. 53 - Add Zandali to the list of Forsaken undead bonus languages.

Pg. 62 - The current entry for a warlock's fel com-

panion assumes that you shall be using the old **Manual of Monsters**. See the upcoming **The Monster Guide** for an updated version, more compatible with the game's new form.

Pg. 67 - Druids rebuke/command animals and plants, regardless of their alignment.

Pg. 67 - The current rules are more in-line with D&D than WoW. If you want a more MMORPG-like druid, use the *Iconic Racial Classes* found in the **Alliance Player's Guide** or the following variant: Shapeshifting Druids.

Despite my wishes, this is only a house rule for now, not official.

Pg. 74 - Hunters receive Track as a bonus feat at 1st level.

Pg. 85 - If you feel the scout is too weak to hold his own in combat, consider the following optional rule:

Change the scout's base attack bonus to +1 per level, like a warrior.

Pg. 93 - Change the Alignment requirement to Any Nongood. Remove the Affiliation requirement for the Assassin. Both the Alliance and the Horde have been known to train and use assassins. Most assassins, however, are still Independent and hired.

Pg. 96 - If the player chooses, she may apply all Beastmaster abilities related to an animal companion to her hunter companion instead. This means that Beastmaster levels stack with Hunter levels for the purposes of hunter companions. The player must choose between Druid and Hunter for these purposes when taking her first level of Beastmaster; it does not apply to both classes.

Pg. 101-102 - The listings for the following Elven Ranger abilities are too vague: bow strike, keen arrows, arrow cleave. Use the following instead:

Keen Arrows (Ex): At 4th level, the elven ranger doubles the threat range of all arrows or bolts she fires. This feature does not stack with other threat range adjustments such as Improved Critical or the keen weapon property.

Bow Strike (Ex): At 6th level, an elven ranger may use her bow in melee combat without risk of damaging the bow. A longbow functions as a quarterstaff, and a shortbow functions as a club. The bow's enhancement bonuses and masterwork quality do not grant bonuses on melee attacks.

Arrow Cleave (Ex): A bow in the hands of

a 10th-level elven ranger becomes a weapon capable of shots with incredible power and precision. If the elven ranger deals enough damage with a fired arrow to make a creature drop (typically by dropping it to below 0 hit points or killing it), the arrow continues in a straight line and targets the next creature in its path if it is within the same range increment as the original target. Make separate rolls to hit and damage the second target. The elven ranger can use this ability once per round.

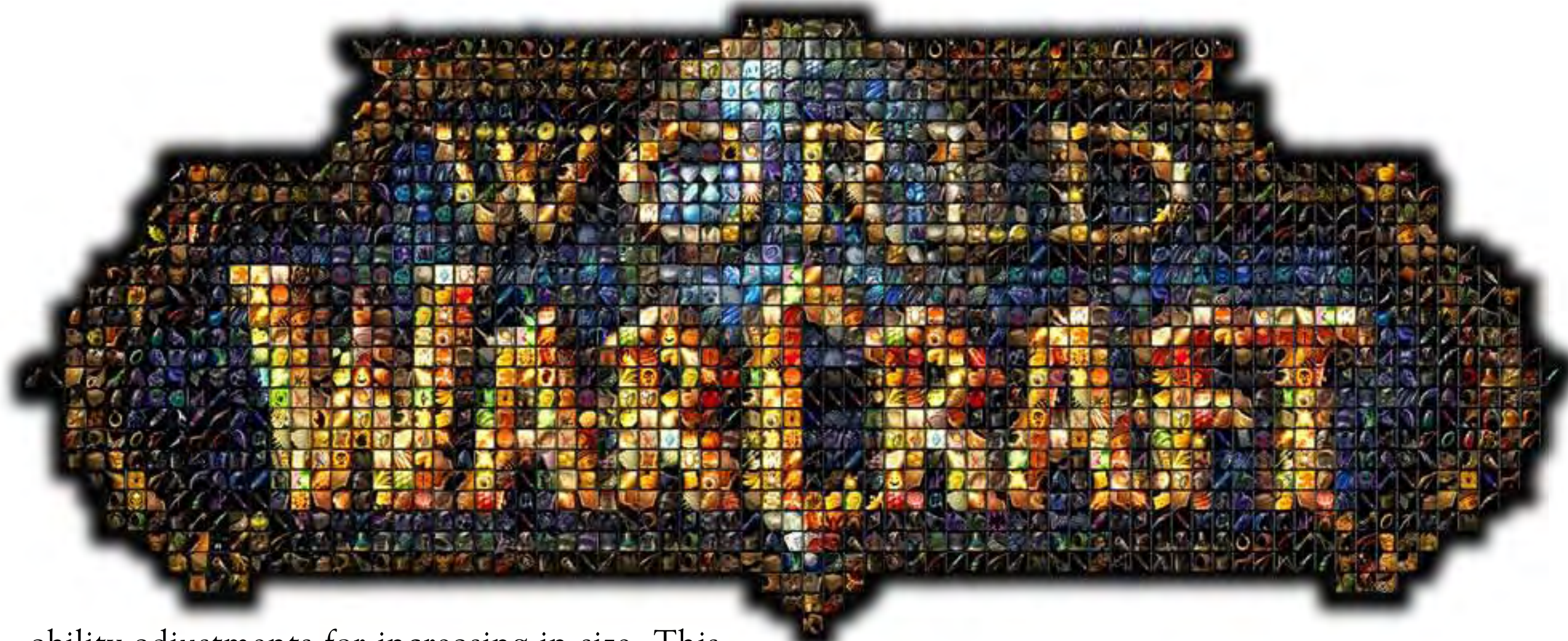
Pg. 104 - The range for the Fel-Sworn's fel breath is 30 feet.

Pg. 104 - The ability adjustments for Hellish Growth replaces, not stacks, with the normal

Pg. 243 - The listing for Fast Healing was left out. Here's the listing:

Fast Healing

A creature with the fast healing special quality regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in the creature's entry. (A creature with fast healing 4, for instance, recovers 4 hit points on its turn every round.) Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached.



ability adjustments for increasing in size. This ability has been toned down for the sake of player balance.

Pg. 110 - A superior mount gains bonus skill points and feats when it gains additional hit dice. The text is incorrect.

Pg. 131 - The Darnassian language is not restricted.

Pg. 131 - The orcish language uses Pictoforms as its alphabet, not Common.

Pg. 131 - The Zandali language is missing from the list. Add the following after Titan:

Zandali, Darnassian, Trolls

Pg. 166 - Most jungle trolls allied with the Horde, the Darkspear Tribe, come from the village of Sen'jin, along the coasts of Durotar.

Pg. 176 - For some reason, the starting gold for the Hunter class has been left out. Hunters begin at 1st level with 6d4 x 10 (150 gp).

Furthermore, those starting with racial class levels start with 3d4 x 10 (75 gp).

Pg. 254 - The Gaining New Spells for divine casters is inaccurate. A divine caster gains full access to all spells within his spell lists upon gaining a new spell level. A divine caster need not pay to learn new spells.

Pg. 267 - Fog Cloud is listed incorrectly; see below.

Pg. 299 - Drain Soul's XP cost is considered an Item Creation cost, and may be paid with an Enchanter's Enchantment Points (see **More Magic & Mayhem**).

Pg. 304 - Fog Cloud's levels are inaccurate. Change to the following:

Level: Arc 2, Elements 2, Sha 2

Pg. 305 - Frost Armor's subtype is inaccurate. Change to [Cold].

Pg. 336 - This isn't errata, but more a clarification. The caster may only cast this spell upon her own weapon, and the caster must hit. Remember, the spell lasts until the caster hits someone or

or loses the weapon.

Pg. 336 - Shadow Word Pain's damage is inaccurate. Change to 2d4+1 points of damage per round.

pg. 338 - An enchanter may use EP to create Soulstones, but only for himself.

Pg. 343-348 - The tables for Summon Monster, Summon Nature's Ally, and Summon Undead all assume that you are using the old **Manual of Monsters**. For more current tables, see the upcoming book **The Monster Guide**.

More Magic and Mayhem

Pg. 3 - In the Table of Contents, a hunter list is given, referring to page XX. There is no hunter list as of yet. See the errata for the **WoW RPG Rulebook** for more details about the Htr spell list.

Pg. 7 - Inscribe's spell list isn't actually explicitly mentioned. It seems to be all runes listed in MM&M (but not Simple Runes or Enruned Fists), and arcanist spells as listed on p.7, in Arcane Spells as Runes. However, the inscriber still must learn and scribe the rune into his spellbook, just like any other spell. This means he must find a rune and learn it through Spellcraft, or be taught it by a runemaster or inscriber who knows the rune.

Pg. 8 - The Witch Doctor's spell list is identical to the Shaman's spell list.

Pg. 66 - Divine Spirit is referred to as a level 4 Priest spell, but is not listed in the spell descriptions. This spell was dropped, so remove it from the list. It may appear in another book.

Pg. 120 - Tooth of Eranikus - Eranikus is actually a green dragon, not black.

Pg. 180 - Dirtworm is described in the text but not listed on the table (under Special Substances and Items). The entry in the table should read:

Dirtworm MR 1 2750 gp 1500 lbs

Pg. 180 - The Goblin Shredder is listed as a vehicle, but it was left out. This is because we decided that it would make a better steam armor than a normal vehicle. The armor will be released in a subsequent, undisclosed book.

This is the original version of the goblin shredder, if you prefer:

Goblin Shredder

Description: The first machine designed to mimic the humanoid form, goblin shredders use the steamsaws attached to their arms to cut down lumber at an incredible rate unmatched by peasant work crews.

Operation: Starting the goblin shredder takes 2 minutes. Piloting it requires DC 15 Use Technological Device checks.

Fuel: A goblin shredder consumes 1 vial of phlogiston every 2 hours; when the steamsaw is active, the shredder consumes phlogiston at twice the normal rate.

AC 2; HR 5; 40 hp; Size Large (15 ft. tall x 9 ft. wide); Weight 900 lb.; Speed 10 mph (90 ft.) (poor); Cargo 1,000 lb.; Crew 1 (usually designed for Small creatures, though larger versions exist); MR 3; TS 12; Craft DC 35; Price 2,885 gp (includes one steamsaw).

Pg. 180 - The Goblin Shredder Steamsaw should have a hash and an indent before it. Like the Torpedo Launcher, the steamsaw is a weapon built specifically for the Goblin Shredder vehicle.

Pg. XX - This is not Errata so much as an optional rule. In the *World of Warcraft* MMORPG, a fifth elemental damage type existed, known as Shadow damage. Those wishing to incorporate the Shadow element into the normal pantheon of fire/heat, cold, acid, and electricity in their tabletop games may do so. Any attack that deals fel damage through shadows (such as the spell *shadow bolt*) deals shadow damage instead. Those that have mixed elements, such as the spell *immolate*, deal half damage as shadow and half as the other element. You may even decide that all fel damage is called shadow damage instead; it's practically the same thing. This also means that creatures may exhibit Resistance to Shadow, at the GM's discretion. An exhaustive list is too much for me to do at the moment; use GM discretion to decide which spells deal shadow damage. Technically, though, fel damage is shadow damage. Either way you want to play it.

Lands of Mystery

Be sure to also see the bonus material and errata here: <http://www.white-wolf.com/wow/>

Pg. XX - There is a section where Brann refers to Ner'zhul as a warlock. This should be turned to necromancer.

Pg. XX - Please note that all mentions of "refer to appendixes" refers to the in-game appendixes that Brann sent to Magni. This is for thematic effect only; there are no "missing appendixes" in this book.

Pg. 27 - The population is incorrect. Change to: 17,000 (30% orc, 25% tauren, 15% goblin, 5% centaur, 5% dwarf, 2% gnome, 1% night elf, 1% harpy, 1% human).

Pg. 41 - The population is incorrect. Change to: 14,000 (80% orc, 12% jungle troll, 12% tauren, 5% Forsaken, 1% other).

Pg. 80 - The population is incorrect. Change to: 25,000 (99% troll, 1% other (sea creatures).

When I say sea creatures, this includes murlocs and markruka, as well as other speakers of the underwater common language of Nerglish.

Pg. 119 - Layout Error: Need to put the Blue Dragonspawn tables before the Description heading. see the official website for the document.

Pg. 121 - The blue dragon whelp's saving throws are incorrect. Change to: Fort +7, Ref +6, Will +8.

Pg. 123 - The dragon table has been reprinted here. Replace with the Blue Dragonspawn stuff from the web enhancement.

Pg. 129 - The magnataur's listed level adjustment is incorrect. Change to +5. This is consistent with the table on the following page, as well as the sidebar on the previous page.

Pg. 146 - Nerubians have 2 claw attacks, not just one, which are their secondary natural weapons, while their bite is primary. More clarification than errata.

The damage bonuses are incorrect, however. A nerubian's bite deals 1d8 + Str modifier, while their claws deal 1d4 + 1/2 Str modifier. Ignore the bonuses; that's cut-n-paste errors.

Pg. 2 - The blue whelp's as a player character listing fails to mention their racial hit dice or natural weapons.

Insert the following after Breath Weapon:

Natural Weapons: Bite (1d8 + Str modifier, primary), 2 claws (1d6 + 1/2 Str modifier, secondary), 2 wings (1d4 + 1/2 Str modifier, secondary). As a full-round action, a dragon whelp may make up to 5 attacks.

Insert the following after Skills entry:

Racial Hit Dice: A blue dragon whelp begins with nine levels of dragon, which provide 9d12 Hit Dice, a base attack bonus of +9, and base saving throw bonuses of Fort +6, Ref +6, and Will +6.

Racial Skills: A blue dragon whelp's dragon levels give it skill points equal to 11 x (6 + Int modifier, minimum 6). Its class skills are Appraise, Concentration, Craft (alchemy), Decipher Script, Gather Information, Heal, Intimidate, Jump, Knowledge (arcana), Listen, Search, Spellcraft, Spot, and Swim.

Racial Feats: A blue dragon whelp's dragon levels give it four feats (often Alertness, Blind-Fight, Improved Initiative, and Multiattack).



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