

Welcome! This document contains all the information you need to use the game mechanic information from the first-edition Warcraft RPG books with the new World of Warcraft RPG rules. Included is information pertaining to Shadows & Light, Lands of Conflict, Magic & Mayhem, Alliance & Horde Compendium, Manual of Monsters and the first edition Warcraft RPG book.

The new World of Warcraft RPG uses many of the same rules as the first edition, so much of the information in those books remains unchanged. In addition, all the books mentioned above contain Warcraft lore, information on places, people, races and monsters, tips for players and GMs, adventure ideas, and a great deal of other information that remains valuable.

This document contains information for converting character classes, spells, feats, and the like to the new edition. Future supplements for the World of Warcraft RPG may present updated versions of these elements. When two sources conflict, the latest book takes precedence.

NAMES

A few game mechanics in the new World of Warcraft RPG are functionally the same as (or very similar to) mechanics in the first edition; they just have different names.

Name Changes in the New Edition			
Old Name	New Name	Old Name	New Name
Dexterity (Dex)	Agility (Agy)	Sneak attack	Backstab
Constitution (Con)	Stamina (Sta)	Arcane eye	Eye of Kilrogg
Intelligence (Int)	Intellect (Int)	E's black tentacles	Ner'zhul's black tentacles
Wisdom (Wis)	Spirit (Spt)	Fox's cunning	Arcane intellect
Fighter (Ftr)	Warrior (War)	M's disjunction	Medivh's disjunction
Warrior (War) (NPC class)	Soldier (Sol)	Magic missile	Arcane missile
Horde assassin (prestige class)	Assassin	Mnemonic enhancer	Medivh's mnemonic enhancer
Hunter (prestige class)	[Eliminated]		

CONVERTING CHARACTERS

The rules from the first edition are compatible with the rules in the World of Warcraft RPG, so no conversion is strictly necessary. However, if you would like your first-edition character to use some of the options presented in the new book, follow these guidelines:

Race

If you are a high elf, night elf, jungle troll or tauren, you had a level adjustment of +1. The new edition does not use level adjustments, so you should instead redetermine your racial traits and take one level in your racial class. For example, a 3rd-level high elf rogue becomes a 1st-level high elf/3rd-level rogue.

Class

Several prestige classes from the first edition have become core classes in the latest edition: the druid of the wild, necromancer, paladin warrior, priest, shaman and warlock.

In addition, the new edition does not include the sorcerer or wizard class, and the healer class is wildly different. If you belonged to one of these classes, you should strip your character of all classes and grant him the same number of levels in the class(es) in the new edition. For example, if you were a 6th-level healer/3rd-level druid of the wild in the first edition, you are probably a 9th-level druid in the new edition. Redetermine your class features.

If you had levels of the wilderness stalker prestige class, you can keep them if you like, or you can convert them to levels of the hunter core class.

Skills

The skills are unchanged, save for the new Stealth skill. Stealth encompasses both the Hide and Move Silently skills from the first edition, so if you took ranks in both Hide and Move Silently, you'll have some extra skill points to spend.

Spells

The spell system in the **World of Warcraft RPG** is substantially different than that in the first edition. However, if you properly converted your class, your spells should not be

an obstacle. Decide which spells you know (or have in your spellbook) based on the spells you knew before.

Unchanged Aspects

The other aspects of your character—alignment, affiliation and the like—remain unchanged.

WARCRAFT RPG

The **World of Warcraft RPG** book updates the material from the first-edition **Warcraft RPG** book. Note that several prestige classes have become core classes and thus are no longer appropriate.

Pg. 69: Eliminate the druid of the wild prestige class. The druid is now a core class.

Pg. 79: Replace the horde assassin prestige class with the assassin prestige class.

Pg. 88: Eliminate the paladin warrior prestige class. The paladin is now a core class.

Pg. 91: Eliminate the priest prestige class. The priest is now a core class.

Pg. 93: Eliminate the shaman prestige class. The shaman is now a core class.

Pg. 95: Eliminate the warlock prestige class. The warlock is now a core class.

MANUAL OF MONSTERS

The creatures in this book are good challenges for characters in a **World of Warcraft RPG** campaign. See <http://www.warcrafttrpg.com> for errata for the **Manual of Monsters**.

Pg. 14: The ancient has Stealth +19 (+7 when hiding).

Pg. 15: The corrupted ancient has Stealth +19 (+7 when hiding).

Pg. 16: The bane spider has Stealth +3 (+7 when hiding).

Pg. 18: The bog beast has Listen +7, Spot +5 and Stealth +10 (+6 when hiding).

Pg. 19: The frostsaber cat has Spot +2 and Stealth +10 (+6 when hiding). The nightsaber cat has Listen +3, Spot +3 and Stealth +10 (+6 when hiding).

Pg. 21: The centaur has Stealth +2 (–2 when hiding).

Pg. 22: The dryad has Listen +6, Spot +6, Stealth +6 and Survival +6. A dryad's favored class is druid.

Pg. 23: The keeper of the grove has Diplomacy +18, Heal +7 and Stealth +17 (+13 when hiding). He casts spells as a 13th-level druid, and his favored class is druid.

Pg. 25: The chimaera has Stealth +15 (+11 when hiding) and Tumble +15.

Pp. 27–38: A dragon knows and casts arcane spells as a mage of the level indicated in its variety description, gaining bonus spells for a high Intellect score. Some dragons can also cast spells from other spell lists as arcane spells. Unlike other mages, dragons do not need spellbooks to prepare their spells; rather, a dragon stores its spell knowledge in a separate part of its mind that functions as a spellbook—dragons effectively have the Spell Mastery feat for all the spells they know. A dragon can learn a new spell from a scroll, spellbook, or other

source just as any other mage can, except the dragon does not need to scribe it into a spellbook and thus spends no money to do so.

Pg. 30: The example mature black dragon has Stealth +18 (+10 when hiding).

Pg. 40: The wrym kin has Stealth –1 (–5 when hiding).

Pg. 41: The flametongue has Stealth +2.

Pg. 42: The scalebane has Stealth +2. A scalebane's favored class is mage or warrior.

Pg. 43: The dire frost wolf has Stealth +9 (+5 when hiding). The giant frost wolf has Stealth +9 (+1 when hiding).

Pg. 46: A furbolg's favored class is shaman or warrior.

Pg. 49: A sea giant's favored class is shaman.

Pg. 51: The gnoll assassin has Stealth +4.

Pg. 52: The gnoll poacher has Stealth +6.

Pg. 56: A harpy's favored class is mage.

Pg. 58: The kobold has Profession (miner) +5, Spot +6 and Stealth +5 (+9 when hiding).

Pg. 60: The magnataur has Listen +7, Spot +8 and Stealth +15 (+7 when hiding).

Pg. 65: The mur'gul has Stealth +10.

Pg. 68: A naga's favored class is warrior (male) or mage (female).

Pg. 69: The nerubian has Stealth +11 (+7 when hiding).

Pg. 71: A nerubian spiderlord's favored class is aristocrat, mage or warrior. A nerubian queen's favored class is aristocrat, mage or priest.

Pg. 75: An ogre mage's favored class is mage.

Pg. 76: A pandaren's favored class is shaman or warrior.

Pp. 79–80: The pandaren geomancer is a 5th-level shaman. The pandaren shodo-pan is an 8th-level shaman.

Pg. 90: The sample satyr has Stealth +8.

Pg. 93: The greater spirit of vengeance has Stealth +19 (+15 when hiding).

Pg. 94: The lesser spirit of vengeance has Stealth +12.

Pg. 98: The trogg has Stealth +1.

Pg. 99: The dark troll has Stealth +9 (+5 when hiding).

Pg. 100: The forest troll has Stealth +6 (+2 when hiding).

Pg. 101: The ice troll has Stealth +7 (+3 when hiding).

Pg. 102: The jungle troll has Stealth +4.

Pg. 105: The wendigo has Stealth +0 (–4 when hiding).

Pg. 108: The wisp has Stealth +6 (+10 when hiding) and Tumble +6.

Pg. 109: The wyvern has Stealth +3 (–1 when hiding).

Pp. 113–114: *Demonic doom* is a 9th-level warlock spell. See the **World of Warcraft RPG** book for the updated *withering blight*.

Pg. 115: The doomguard has Stealth +17 (+13 when hiding).

Pg. 117: The dreadlord has Stealth +14 and Use Magic Device +19. He casts spells as a warlock with levels equal to his Hit Dice. Unlike other warlocks, dreadlords do not need spellbooks to prepare their spells; rather, a dreadlord stores his spell knowledge in a separate part of his mind that functions as a spellbook—dreadlords effectively have the Spell Mastery feat for all the spells they know. A dreadlord can learn a new spell from a scroll, spellbook, or other source just as any other warlock can, except he does not need to scribe it into a spellbook and thus spends no money to do so.

Pg. 119: The eredar warlock casts spells as a 20th-level warlock (DC 16 + spell level). Unlike other warlocks, eredar warlocks do not need spellbooks to prepare their spells; rather, an eredar warlock stores his spell knowledge in a separate part of his mind that functions as a spellbook—eredar warlocks effectively have the Spell Mastery feat for all the spells they know. An eredar warlock can learn a new spell from a scroll, spellbook, or other source just as any other warlock can, except

he does not need to scribe it into a spellbook and thus spends no money to do so.

Pg. 112: The fel stalker has Stealth +11 and Tumble +11. The fel hunter has Stealth +14 and Tumble +14.

Pg. 127: The tainted orc has Stealth +0 (–4 when hiding).

Pg. 135: The banshee has a +8 racial bonus on Stealth checks. The sample banshee has Stealth +20.

Pg. 137: The crypt fiend has a +4 racial bonus on Stealth checks. The sample crypt fiend has Stealth +8 (+4 when hiding). The sample crypt fiend is a 9th-level warrior/5th-level necromancer.

Pp. 137–138: You can still use the Forsaken template presented here, but updated rules for the Forsaken appear in the **World of Warcraft RPG** book.

Pg. 140: The ghost has a +8 racial bonus on Stealth checks. The sample ghost has Stealth +17.

Pg. 141: The ghoul of the scourge has a +4 racial bonus on Stealth checks. The sample ghoul has Stealth +5.

Pg. 143: The sample lich is a 12th-level necromancer.

Pg. 145: The shade has a +8 racial bonus on Stealth checks. The sample shade is a 6th-level priest.

Pg. 147: The sample skeletal mage is a 7th-level mage.

Pp. 149–150: The sample withered blue dragon casts spells as a 12th-level mage.

Pg. 151: The sample wraith has Stealth +7 and Tumble +7.

Pg. 155: The dire gargoyle has Stealth +5.

Pg. 165: The forest spider has Stealth +3 (+7 when hiding).

Pg. 166: The giant spider has Stealth +3 (–1 when hiding). The venom spider has Stealth +7.

Pg. 170: The dire wolf has Stealth +9 (+5 when hiding). The giant wolf has Stealth +9 (+1 when hiding).

Pg. 171: The timber wolf has Stealth +4.

Pp. 178–179: Illidan is a 20th-level mage/8th-level rogue/7th-level warrior. He has Stealth +27.

Pp. 180–181: Prince Kael'Thas is a 15th-level mage/14th-level warrior. He has Stealth +26 and Tumble +26.

Pp. 182–183: Kel'Thuzad is a 25th-level necromancer. He has Stealth +18.

Pp. 188–189: Lady Vashj is a 17th-level shaman/9th-level mage.

ALLIANCE AND HORDE COMPENDIUM

Look for the races in this book (blood elves, furbolgs, naga, pandaren and Wildhammer dwarves) to be updated in future supplements.

Pg. 35: Eliminate the necromancer prestige class. The necromancer is now a core class.

MAGIC AND MAYHEM

Pg. 39: The bombardier's big boom! ability allows him to craft bombs that always deal their maximum damage. This is the equivalent a feature that he adds to the bomb as he crafts it; the feature's TS is equal to 6 + the number of dice of damage the bomb deals. (If the bomb deals 4d6 damage, for example, the maximum damage feature is TS 10.)

Pg. 43: The graven one's awaken minion ability creates a warrior or mage minion.

Pg. 50: The spiritwalker's dreamwalk ability is equivalent to the 8th-level druid dreamwalker ability.

Pg. 52: The steamwarrior's spark of genius ability changes to the following:

Spark of Genius (Ex): When the steamwarrior upgrades a suit of steam armor, he gets a +4 competence bonus on his Craft (technological device) check.

His modular upgrade ability changes to the following:

Modular Upgrade (Ex): When the steamwarrior adds an add-on to a suit of steam armor, he gets a +4 competence bonus on his Craft (technological device) check.

Pg. 54: The warden's spellcasting ability must be updated to function properly with the new spell system. Add the following to her list of class features:

Spells: Beginning at 1st level, a warden gains the ability to cast a small number of divine spells per day, as shown on Table 2-10. She may prepare and cast any spell from the warden spell list, provided that she can cast spells of that level. In addition, she receives bonus spells per day if she has a high Spirit score. When a warden gets 0 spells of a given level, she gets only bonus spells available due to a high Spirit. A warden prepares and casts spells under the same guidelines as a healer.

Replace Table 2-10: Warden Spells Per Day, with the following table:

Class Level	1st	2nd	3rd	4th
1st	0	—	—	—
2nd	1	—	—	—
3rd	1	0	—	—
4th	1	1	—	—
5th	1	1	0	—
6th	1	1	1	—
7th	2	1	1	0
8th	2	1	1	1
9th	2	2	1	1
10th	2	2	2	1

The warden's spell list remains unchanged.

Pp. 79-110: Use the following spell list to determine the class and level for the spells in *Magic and Mayhem*. (Note that some spells appear, updated, in the *World of Warcraft* RPG book and so are not included here.)

Arcanist Spells

0-Level Arcanist Spell

Restore Minor Damage

1st-Level Arcanist Spell

Restore Light Damage

2nd-Level Arcanist Spells

Aerial Shackles

Restore Moderate Damage

Strike as the Wind

3rd-Level Arcanist Spells

Burrow

Counterspell, Lesser

Hooks of Binding

Impale

Mind Rot

Restore Serious Damage

4th-Level Arcanist Spells

Absorb Mana

Phase Shift

Restore Critical Damage

Troll Flesh

5th-Level Arcanist Spells

Dimension Blink

Hooks of Binding, Greater

Pass Unknown

Restore Light Damage, Mass

6th-Level Arcanist Spells

Counterspell

Restore Moderate Damage, Mass

Spirit Touch

7th-Level Arcanist Spell

Restore Serious Damage, Mass

8th-Level Arcanist Spells

Restore Critical Damage, Mass

Troll Flesh, Mass

9th-Level Arcanist Spell

Counterspell, Greater

Mage Spells

1st-Level Mage Spells

Mysterious Purple Blast

Thorn Shield, Lesser

2nd-Level Mage Spells

Breath of Fire

Drunken Haze

Forked Lightning
 Frost Arrow
 Searing Arrows
 Tentacle Lash

3rd-Level Mage Spells

Crushing Wave
 Frost Bolt

4th-Level Mage Spells

Kaboom!
 Shadow Strike, Lesser
 Thorn Shield, Greater

6th-Level Mage Spell

Lightning Monsoon

8th-Level Mage Spells

Shadow Strike, Greater
 Storm, Earth and Fire

Necromancer Spells

2nd-Level Necromancer Spell

Soul Preservation

3rd-Level Necromancer Spells

Dark Sacrifice
 Vampiric Swarm

4th-Level Necromancer Spells

Profane Aura
 Recall Undead

5th-Level Necromancer Spells

Dark Conversion
 Parasite

6th-Level Necromancer Spells

Black Arrow
 Cripple, Mass

9th-Level Necromancer Spells

Dark Conversion, Mass
 Vengeance

Warlock Spells

3rd-Level Warlock Spell

Stitch

5th-Level Warlock Spells

Siphon Life
 Siphon Mana

9th-Level Warlock Spell

Vengeance

Healer Spells

1st-Level Healer Spell

War Drums

2nd-Level Healer Spells

Healing Light, Lesser
 Troll Flesh

3rd-Level Healer Spells

Counterspell, Lesser
 Healing Light
 Phase Shift

4th-Level Healer Spells

Healing Light, Greater
 Magic Defense

5th-Level Healer Spell

Spirit Touch

6th-Level Healer Spells

Counterspell
 Troll Flesh, Mass

9th-Level Healer Spells

Counterspell, Greater
 Mass Revival
 Rejuvenation, Mass

Druid Spells

1st-Level Druid Spell

Thorn Shield, Lesser

2nd-Level Druid Spell

Tentacle Lash

3rd-Level Druid Spell

Cyclone

4th-Level Druid Spells

Owl Scout
 Thorn Shield, Greater

6th-Level Druid Spell

Lightning Monsoon

8th-Level Druid Spell

Storm, Earth and Fire

9th-Level Druid Spell

Thunder Lizard Rush

Priest Spells

2nd-Level Priest Spells

Devotion Aura
 Divine Grace
 Trueshot Aura, Lesser

3rd-Level Priest Spells

Hooks of Binding
 Trueshot Aura

4th-Level Priest Spells

Profane Aura
 Trueshot Aura, Greater

5th-Level Priest Spell

Hooks of Binding, Greater

6th-Level Priest Spell

Divine Grace, Mass

9th-Level Priest Spell

Vengeance

Shaman Spells**1st-Level Shaman Spell**

Sentry Ward

2nd-Level Shaman Spells

Forked Lightning

Searing Arrows

Spirit Link

3rd-Level Shaman Spells

Berserker Strength

Cyclone

Frost Bolt

Voodoo Spirits

4th-Level Shaman Spells

Crushing Wave

Owl Scout

6th-Level Shaman Spell

Lightning Monsoon

7th-Level Shaman Spell

Berserker Strength, Mass

8th-Level Shaman Spell

Storm, Earth and Fire

9th-Level Shaman Spell

Big Bad Voodoo

Paladin Spells**1st-Level Paladin Spell**

War Drums

2nd-Level Paladin Spells

Devotion Aura

Divine Grace

Healing Light, Lesser

3rd-Level Paladin Spells

Healing Light

Hooks of Binding

4th-Level Paladin Spell

Healing Light, Greater

Elven Ranger Spells**2nd-Level Elven Ranger Spells**

Searing Arrows

Strike as the Wind

4th-Level Elven Ranger Spell

Owl Scout

Pp. 171–197: The updated tech rules mean that the devices in this book have different statistics, though their functions remain the same. The new statistics are listed below.

When a device includes an add-on (such as a cannon or torpedo launcher), the add-on is listed as a separate device. The add-on's price is given as if it were an independent device; if you are building it as an add-on, the price is only 75% of that listed, as described in Chapter 11 of the *World of Warcraft RPG* book.

All weapon statistics are for those created for Medium characters.

Adventuring Gear

Adaptive Shackles: Placing the shackles on a subject takes 2 rounds.

Hardness 3; 23 hp; Size Diminutive; Weight 5 lb.; MR 2; TS 4; Craft DC 14; Price 170 gp.

Automatic Alchemist: Placing the materials in the automatic alchemist and starting the process takes 5 rounds.

Hardness 5; 20 hp; Size Medium; Weight 125 lb.; MR 0; TS 10; Craft DC 30; Price 1,200 gp.

Automatic Thief: Activating the automatic thief takes 5 rounds.

Hardness 1; 3 hp; Size Diminutive; Weight 10 lb.; MR 3; TS 9; Craft DC 24; Price 405 gp.

Autostilts: Hardness 3; 5 hp; Size Tiny; Weight 20 lb.; MR 2; TS 9; Craft DC 17; Price 480 gp.

Blade Barrel: Hardness 5; 20 hp; Size Medium; Weight 20 lb.; MR 3; TS 7; Craft DC 20; Price 455 gp.

Bow Stabilizer: Hardness 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 2; TS 3; Craft DC 13; Price 130 gp.

Brighteye Helm: Hardness 1; 3 hp; Size Diminutive; Weight 10 lb.; MR 0; TS 2; Craft DC 9; Price 125 gp.

Cargo Pack, Standard: Hardness 5; 20 hp; Size Medium; Weight 20 lb.; MR 1; TS 2; Craft DC 11; Price 100 gp.

Cargo Pack, Large: Hardness 5; 20 hp; Size Medium; Weight 25 lb.; MR 1; TS 3; Craft DC 12; Price 160 gp.

Clockwork Oxen: Starting the clockwork oxen takes 10 minutes. It has a cargo capacity of 2,000 pounds and moves at a speed of 10 miles per hour with a Maneuverability Rating of 1 (clumsy).

Hardness 5; 80 hp; Size Huge (15-ft. space); Weight 1,100 lb.; MR 4; TS 10; Craft DC 30; Price 470 gp.

Collapsible Bridge: Extending or repacking the bridge requires 1 minute for every 10 feet.

Hardness 3; 5 hp; Size Tiny (when stored); Weight 20 lb.; MR 1; TS 3; Craft DC 13; Price 240 gp.

Dragon Gun: The dragon gun is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Reloading the tank requires 1 minute.

Using the dragon gun proficiently requires the Exotic Weapon Proficiency (firearms) feat.

Fuel: The dragon gun uses alchemist's fire. Each flask allows one shot.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 20 lb. (gun) and 25 lb. (tank); MR 5; TS 6; Craft DC 24; Price 505 gp.

Earhelm: Hardness 1; 13 hp; Size Tiny Diminutive; Weight 7 lb.; MR 0; TS 5; Craft DC 11; Price 420 gp.

Goblin Army Boots: Hardness 3; 5 hp; Size Tiny; Weight 20 lb.; MR 3; TS 4; Craft DC 13; Price 250 gp.

Goblin's Lock Pick: Hardness 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 3; TS 8; Craft DC 20; Price 480 gp.

Gryphon's Eyes: Hardness 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 0; TS 7; Craft DC 22; Price 2,310 gp.

Holdout Sheath: Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 3; Craft DC 8; Price 50 gp.

Inflatable Soldier, Standard: Hardness 0; 20 hp; Size Medium; Weight 40 lb.; MR 1; TS 3; Craft DC 9; Price 80 gp.

Inflatable Soldier, Improved Hardness 0; 20 hp; Size Medium; Weight 40 lb.; MR 2; TS 4; Craft DC 10; Price 80 gp.

Inflatable Soldier, Superior: Hardness 0; 20 hp; Size Medium; Weight 40 lb.; MR 3; TS 5; Craft DC 11; Price 80 gp.

Mechanical Sentry: Setting up a mechanical sentry requires 1 minute.

Hardness 1; 3 hp; Size Diminutive; Weight 1/2 lb.; MR 1; TS 4; Craft DC 12; Price 50 gp.

Mellodium: Hardness 3; 5 hp; Size Tiny; Weight 30 lb.; MR 5; TS 8; Craft DC 28; Price 750 gp (no change based on instrument).

Pocket Noisemaker: Winding a pocket noisemaker is a full-round action that provokes attacks of opportunity.

Hardness 1; 3 hp; Size Diminutive; Weight 1/4 lb.; MR 1; TS 1; Craft DC 17; Price 145 gp.

Portable Kitchen: Starting the portable kitchen takes 1 minute.

Hardness 5; 20 hp; Size Medium; Weight 100 lb.; MR 1; TS 5; Craft DC 15; Price 375 gp.

Potion Injector: Hardness 1; 3 hp; Size Diminutive; Weight 4 lb.; MR 2; TS 6; Craft DC 19; Price 495 gp.

Queuing Quiver: Hardness 3; 5 hp; Size Tiny; Weight 7 lb. (loaded); MR 4; TS 4; Craft DC 14; Price 170 gp.

Rope, Ironrope (50 feet): Hardness 3; 10 hp; Size Tiny; Weight 20 lb.; MR 0; TS 2; Craft DC 7; Price 80 gp.

Rope, Wirecore (50 feet): Hardness 3; 5 hp; Size Tiny; Weight 15 lb.; MR 0; TS 2; Craft DC 6; Price 50 gp.

Sapper's Shield: Hardness 5; 10 hp; Size Small; Weight 15 lb.; MR 0; TS 15; Craft DC 23; Price 2,760 gp.

Sawtooth Ring: Activating a sawtooth ring is a full round action that provokes attacks of opportunity.

Hardness 0; 1 hp; Size Fine; Weight 1/8 lb.; MR 0; TS 6; Craft DC 18; Price 1,295 gp.

Seahelm: Properly donning and activating a seahelm takes 4 rounds.

Hardness 1; 3 hp; Size Diminutive; Weight 20 lb.; MR 2; TS 10; Craft DC 25; Price 725 gp.

Sharpening Sheath: Hardness 3; 5 hp; Size Tiny; Weight 5 lb.; MR 1; TS 12; Craft DC 22; Price 2,640 gp.

Shield Pack: Properly donning and activating a shield pack takes 3 rounds.

Hardness 3; 5 hp; Size Tiny; Weight 17 lb.; MR 1; TS 2; Craft DC 22; Price 220 gp.

Skate Boots: Activating the boots takes 3 rounds, and shutting them down takes 1 round. They allow the wearer to travel at speeds up to 40 miles per hour with a Maneuverability Rating of 4 (good).

Hardness 3; 5 hp; Size Tiny; Weight 5 lb.; MR 1; TS 8; Craft DC 26; Price 1,010 gp.

Steam Gauntlets: Hardness 5; 10 hp; Size Small; Weight 40 lb.; MR 2; TS 18; Craft DC 33; Price 1,580 gp.

Steam Winch: Hardness 3; 5 hp; Size Tiny; Weight 50 lb.; MR 1; TS 6; Craft DC 16; Price 160 gp.

Steam Winch, upgraded: Hardness 3; 5 hp; Size Tiny; Weight 75 lb.; MR 1; TS 8; Craft DC 18; Price 240 gp.

Stearmsaw: Starting a steamsaw takes 2 rounds.
Hardness 3; 5 hp; Size Tiny (weapon category: exotic, two-handed melee); Weight 25 lb.; MR 3; TS 6; Craft DC 16; Price 190 gp.

Summer Tunic: Activating the tunic's phlogiston boiler takes 1 minute.

Hardness 3; 5 hp; Size Tiny; Weight 15 lb.; MR 1; TS 6; Craft DC 19; Price 350 gp.

Sunbuckle: Hardness 0; 1 hp; Size Fine; Weight 1/2 lb.; MR 0; TS 5; Craft DC 13; Price 600 gp.

Tinker's Arms: Activating the phlogiston boiler that powers the arms takes 2 rounds.

Fuel: Tinker's arms consume one vial of phlogiston every hour.

Hardness 3; 5 hp; Size Tiny; Weight 20 lb.; MR 2; TS 6; Craft DC 21; Price 470 gp.

Tinker's Belt: Properly donning a tinker's belt takes 3 rounds.

Hardness 3; 5 hp; Size Tiny; Weight 10 lb.; MR 1; TS 3; Craft DC 8; Price 40 gp.

Tracking Boots: Properly donning tracking boots belt takes 5 minutes.

Hardness 3; 5 hp; Size Tiny; Weight 12 lb.; MR 0; TS 7; Craft DC 17; Price 240 gp (no change by animal).

Traphands: Properly donning traphands takes 2 rounds.

Hardness 6; 20 hp; Size Tiny (collapsed); Weight 25 lb.; MR 4; TS 6; Craft DC 22; Price 495 gp.

Trap Thumper: Starting a trap thumper takes 5 minutes.

Hardness 5; 10 hp; Size Small; Weight 100 lb.; MR 5; TS 4; Craft DC 24; Price 230 gp.

Valuator: Activating the valuator takes 5 rounds.
Hardness 1; 3 hp; Size Diminutive; Weight 3 lb.; MR 1; TS 5; Craft DC 21; Price 280 gp.

Wand Harness: Properly inserting a wand into the harness takes 3 rounds.

Hardness 3; 5 hp; Size Tiny; Weight 4 lb.; MR 0; TS 2; Craft DC 5; Price 30 gp.

Wizard's Desk: Properly setting up a wizard's desk takes 1 minute and a DC 10 Use Technological Device check.

Hardness 3; 5 hp; Size Tiny (collapsed); Weight 15 lb.; MR 0; TS 6; Craft DC 17; Price 1,450 gp.

Special Substances and Items

Dirtworm: Starting a dirtworm takes 5 minutes. It has a Maneuverability Rating of 1 (clumsy).

Hardness 5; 40 hp; Size Large; Weight 1,500 lb.; MR 1; TS 15; Craft DC 37; Price 2,750 gp.

Memory Scrubber: Properly attaching the memory scrubber to a subject and starting it takes 5 minutes.

Hardness 5; 20 hp; Size Medium; Weight 225 lb.; MR 2; TS 20; Craft DC 50; Price 20,000 gp.

Miser's Forge: Hardness 5; 20 hp; Size Medium; Weight 200 lb.; MR 3; TS 18; Craft DC 43; Price 4,840 gp.

Neutralizer Grenade: The grenade detonates 2 rounds after it is thrown.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 8; Craft DC 27; Price 430 gp.

Noble's Swordsmen: Properly strapping the combatants to the framework and activating the device takes 10 minutes.

Hardness 5; 160 hp; Size Gargantuan; Weight 7,000 lb.; MR 1; TS 10; Craft DC 35; Price 1,130 gp.

Phlogiston Collector: Hardness 5; 160 hp; Size Gargantuan; Weight 12,000 lb.; MR 2; TS 10; Craft DC 33; Price 3,375 gp.

Portable Head, Knows Two Languages: Properly starting a portable head takes 5 rounds.

Fuel: A portable head consumes 1 vial of phlogiston every 6 hours.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 18; Craft DC 48; Price 6,015 gp.

Portable Head, Knowledge +3: Properly starting a portable head takes 5 rounds.

Fuel: A portable head consumes 1 vial of phlogiston every 6 hours.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 18; Craft DC 48; Price 6,170 gp.

Portable Head, Knowledge +6: Properly starting a portable head takes 5 rounds.

Fuel: A portable head consumes 1 vial of phlogiston every 6 hours.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 30; Craft DC 60; Price 12,340 gp.

Substitution Engine: Properly encrypting or decrypting a message with the substitution engine takes 10 minutes.

Hardness 5; 10 hp; Size Small; Weight 200 lb.; MR 1; TS 11; Craft DC 28; Price 6,600 gp.

Truth Detector: Hardness 5; 40 hp; Size Large; Weight 300 lb.; MR 2; TS 14; Craft DC 41; Price 5,370 gp.

Vehicles

Destroyer: Starting a destroyer's phlogiston boiler and getting the ship moving takes 10 minutes. It moves at 20 miles per hour and has a Maneuverability Rating of 2 (poor).

Fuel: A destroyer consumes 5 vials of phlogiston every hour.

Hardness 15; 320 hp; Size Colossal; Weight 22,000 lb.; MR 1; TS 22; Craft DC 48; Price 7,630 gp (includes 6 cannons).

Destroyer Cannon: Firing a destroyer's cannon is a full-round action that provokes attacks of opportunity. It takes 2 full-round actions to reload. The cannon deals 4d6 points of bludgeoning damage and has a range increment of 100 feet.

Fuel: Each shot consumes 4 ounces of gunpowder.

Ammunition: The cannon fires cannonballs (25 gp each).

Hardness 5; 20 hp; Size Medium; Weight 60 lb.; MR 2; TS 6; Craft DC 26; Price 745 gp.

Flying Machine: Starting a flying machine takes 3 minutes. The pilot can drop bombs (of the sort described in the *World of Warcraft RPG* book) or fire a flak cannon. The flying machine travels at 60 miles per hour and has a Maneuverability Rating of 4 (good). It holds 200 pounds of cargo.

Fuel: A flying machine consumes 2 vials of phlogiston every hour.

AC 18 (touch 6, flat-footed 18); Hardness 5; 160 hp; Size Gargantuan; Weight 1,100 lb.; MR 1; TS 12; Craft DC 42; Price 7,900 gp (includes one flak cannon).

Flying Machine Flak Cannon: Firing the flak cannon is a standard action; a mechanism reloads it automatically. The flak cannon deals 3d6 points of piercing damage and has a range increment of 50 feet.

Fuel: One shot consumes 2 ounces of gunpowder.

Ammunition: The flak cannon fires a frangible case filled with pellets that bursts on impact. Each shot uses one such case (5 gp each).

Hardness 5; shares flying machine's hp; Size Small; Weight 20 lb.; MR 1; TS 9; Craft DC 29; Price 2,970 gp.

Footcarts: Properly starting a pair of footcarts takes 3 minutes; stopping them takes 1 round. They travel at a speed of 20 miles per hour and have a Maneuverability Rating of 1 (clumsy).

Fuel: A pair of footcarts consumes 1 vial of phlogiston every hour.

Hardness 1; 3 hp; Size Diminutive; Weight 6 lb.; MR 1; TS 2; Craft DC 21; Price 220 gp.

Gnomish Helicopter: Starting a gnomish helicopter takes 3 minutes. The helicopter travels at 80 miles per hour and has a Maneuverability Rating of 5 (excellent). It holds 200 pounds of cargo.

Fuel: A gnomish helicopter consumes 1 vial of phlogiston every hour.

Hardness 5; 80 hp; Size Huge; Weight 600 lb.; MR 2; TS 16; Craft DC 41; Price 4,160 gp.

Gnomish Submarine: Starting a gnomish submarine takes 5 minutes. The submarine travels at 20 miles per hour on the surface, 10 miles per hour underwater, and has a Maneuverability Rating of 4 (good). It holds 600 pounds of cargo.

Fuel: A gnomish submarine consumes 2 vials of phlogiston every hour.

Hardness 5; 320 hp; Size Colossal; Weight 5,500 lb.; MR 1; TS 10; Craft DC 40; Price 5,315 gp (includes one torpedo launcher).

Gnomish Submarine Torpedo Launcher: Firing a torpedo is a standard action; a mechanism reloads the launcher automatically. A torpedo explodes on impact in a 10-foot radius, dealing 4d6 points of damage (slashing and fire). It has a range increment of 100 feet on the surface and 50 feet underwater.

Fuel: A small phlogiston boiler powers the launcher. One vial of phlogiston fuels 5 torpedo launches.

Ammunition: The launcher fires torpedoes (50 gp each).

Hardness 5; shares submarine's hp; Size Small; Weight 35 lb.; MR 1; TS 12; Craft DC 31; Price 3,550 gp.

Goblin Shredder: Starting a goblin shredder takes 2 minutes. The shredder travels at 10 miles per hour and has a Maneuverability Rating of 2 (poor). It holds 1,000 pounds of cargo and has a steamsaw mounted on its right arm.

Fuel: A goblin shredder consumes 1 vial of phlogiston every 2 hours.

Hardness 5; 40 hp; Size Large; Weight 900 lb.; MR 3; TS 12; Craft DC 35; Price 2,885 gp (includes one steamsaw).

Goblin Shredder Steamsaw: Starting or stopping the steamsaw takes 2 rounds. The steamsaw deals 4d6 points of slashing damage.

Fuel: While the steamsaw is active, the shredder consumes phlogiston at twice the normal rate.

Hardness 5; shares shredder's hp; Size Small; Weight 25 lb.; MR 3; TS 12; Craft DC 22; Price 530 gp.

Goblin Zeppelin: See the *World of Warcraft RPG* book for the zeppelin's updated statistics.

Iron Fish: Starting an iron fish takes 2 minutes. The iron fish travels at 60 miles per hour and has a Maneuverability Rating of 5 (excellent). It holds 200 pounds of cargo.

Fuel: An iron fish consumes 1 vial of phlogiston every 2 hours.

Hardness 5; 80 hp; Size Huge; Weight 600 lb.; MR 2; TS 12; Craft DC 42; Price 5,670.

Meat Wagon: Starting a meat wagon takes 5 minutes. The meat wagon travels at 20 miles per hour and has a Maneuverability Rating of 4 (good). It holds 1,400 pounds of cargo.

Fuel: The meat wagon is powered by damned souls (free—sort of).

Hardness 5; 320 hp; Size Colossal; Weight 5,000 lb.; MR 1; TS 9; Craft DC 29; Price 1,830 (includes catapult).

Meat Wagon Catapult: Firing the catapult is a standard action; reloading it is a full-round action that provokes attacks of opportunity. (Usually two crew members work the catapult at once, so it fires every round.) It has a range increment of 50 feet and cannot fire at targets within one range increment. It deals 3d6 points of bludgeoning damage.

Ammunition: The catapult fires big rocks or corpses, both of which are free.

Hardness 5; shares meat wagon's hp; Size Large; Weight 80 lb.; MR 1; TS 8; Craft DC 16; Price 640 gp.

Phlogiston Unicycle: Starting a unicycle takes 3 minutes. The unicycle travels at 40 miles per hour (when powered) and has a Maneuverability Rating of 4 (good). It includes a pedal mode, which allows increases the operator's speed to 60 feet (or +10 feet, if his base speed is 60 feet or greater) and does not consume fuel.

Fuel: The phlogiston unicycle consumes 1 vial of phlogiston every hour.

Hardness 3; 5 hp; Size Tiny; Weight 20 lb.; MR 0; TS 8; Craft DC 25; Price 1,270.

Rainmaker: Starting a rainmaker takes 1 hour. The rainmaker travels at 20 miles per hour and has a Maneuverability Rating of 3 (average). It holds 1,200 pounds of cargo.

Fuel: The rainmaker consumes 10 vials of phlogiston every hour.

Hardness 5; 320 hp; Size Colossal; Weight 42,000 lb.; MR 3; TS 25; Craft DC 90; Price 61,845 gp.

Scout Balloon: Starting a scout balloon takes 10 minutes. The scout balloon travels at 10 miles per hour and has a Maneuverability Rating of 2 (poor). It holds 200 pounds of cargo.

Fuel: The scout balloon consumes 1 vial of phlogiston every 4 hours.

Hardness 5; 40 hp; Size Large; Weight 40 lb.; MR 1; TS 4; Craft DC 24; Price 195 gp.

Siege Engine: Starting a siege engine takes 2 minutes. The siege engine travels at 40 miles per hour and has a Maneuverability Rating of 2 (poor). It holds 1,200 pounds of cargo.

Fuel: A siege engine consumes 2 vials of phlogiston every hour.

AC 20 (touch 6, flat-footed 20); Hardness 10; 160 hp; Size Gargantuan; Weight 4,500 lb.; MR 3; TS 14; Craft DC 36; Price 7,960 gp (includes one cannon).

Siege Engine Cannon: Firing the cannon is a standard action; a mechanism reloads it automatically. The cannon deals 5d6 points of bludgeoning damage and has a range increment of 200 feet.

Fuel: One shot consumes 4 ounces of gunpowder.

Ammunition: The cannon fires cannonballs (25 gp each).

Hardness 5; shares siege engine's hp; Size Medium; Weight 30 lb.; MR 1; TS 15; Craft DC 35; Price 5,850 gp.

Siege Wagon: Starting a siege wagon takes 1 minute. The siege wagon travels at 60 miles per hour and has a Maneuverability Rating of 3 (average). It holds 2,200 pounds of cargo.

Fuel: A siege wagon consumes 2 vials of phlogiston every hour.

AC 21 (touch 8, flat-footed 21); Hardness 11; 80 hp; Size Huge; Weight 4,000 lb.; MR 1; TS 13; Craft DC 33; Price 10,010 gp.

Steam Horse: Starting a steam horse takes 1 minute. The steam horse travels at 60 miles per hour and has a Maneuverability Rating of 4 (good).

Fuel: A steam horse consumes 1 vial of phlogiston every hour.

Hardness 5; 40 hp; Size Large; Weight 600 lb.; MR 1; TS 8; Craft DC 28; Price 2,560 gp.

Steam Launch: Starting a steam launch takes 2 minutes. The steam launch travels at 20 miles per hour and has a Maneuverability Rating of 4 (good). It holds 800 pounds of cargo.

Fuel: A steam launch consumes 1 vial of phlogiston every hour.

Hardness 5; 80 hp; Size Huge; Weight 300 lb.; MR 1; TS 8; Craft DC 28; Price 1,815 gp.

Steamwarrior Armor: Activating a suit of steamwarrior armor takes 1 full round. The armor travels at 40 miles per hour and has a Maneuverability Rating of 4 (good). It holds 400 pounds of cargo.

Fuel: Steamwarrior armor consumes 1 vial of phlogiston every 2 hours.

Hardness 5; 40 hp; Size Large; Weight 1,300 lb.; MR 1; TS 12; Craft DC 34; Price 6,310 gp (includes two wrist axes).

Steamwarrior Armor Wrist Axe: Hardness 3; shares steamwarrior armor's hp; Size Tiny; Weight 10 lb.; MR 1; TS 3; Craft DC 9; Price 160 gp.

Weapons

Alchemical Grenade: Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 6; Craft DC 18; Price 135 gp.

Blast Arrow: Attaching the device to an arrow takes 1 minute and a DC 12 Use Technological Device check. The arrow deals an additional 3d6 points of fire damage.

Hardness 0; 1 hp; Size Fine; Weight 1/16 lb.; MR 3; TS 9; Craft DC 19; Price 430 gp.

Demon Dirk: Replacing the oil in the dirk's hilt takes 5 minutes.

Fuel: The demon dirk holds half a pint of oil.

Hardness 1; 3 hp; Size Diminutive (weapon category: simple, light melee); Weight 2 lb.; MR 1; TS 6; Craft DC 10; Price 60 gp.

Dwarven Reciprocator: The dwarven reciprocator deals 3d6 points of piercing damage and has a range increment of 20 feet. Reloading one barrel is a standard action that provokes attacks of opportunity. Turning the crank is a free action, allowing a wielder with multiple attacks to fire more than one shot each round without using reciprocating fire.

The dwarven reciprocator is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Using the dwarven reciprocator

proficiently requires the Exotic Weapon Proficiency (firearms) feat.

Fuel: Each shot consumes 1 ounce of gunpowder.

Ammunition: The dwarven reciprocator fires rifle bullets.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 15 lb.; MR 2; TS 9; Craft DC 31; Price 2,275 gp.

Firestarter: The firestarter has a range increment of 70 feet.

Hardness 5; 80 hp; Size Huge; Weight 3,500 lb.; MR 1; TS 15; Craft DC 45; Price 16,650 gp.

Fire Arrow: Attaching the device to an arrow takes 1 minute and a DC 12 Use Technological Device check.

Hardness 0; 1 hp; Size Fine; Weight 1/16 lb.; MR 2; TS 4; Craft DC 14; Price 185 gp.

Flash Pod: Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 6; Craft DC 15; Price 110 gp.

Glue Mine: Hardness 0; 1 hp; Size Fine; Weight 1/2 lb.; MR 1; TS 7; Craft DC 15; Price 85 gp each.

Glue Rifle: The glue rifle has a range increment of 100 feet. Reloading it is a full-round action that provokes attacks of opportunity.

The glue rifle is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Using the glue rifle proficiently requires the Exotic Weapon Proficiency (firearms) feat.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 20 lb.; MR 1; TS 3; Craft DC 19; Price 540 gp.

Gnomish Rocket: The gnomish rocket deals 4d6 points of fire damage in a 20-foot radius (DC 18 Reflex half). It has a range increment of 150 feet.

The gnomish rocket requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Using the gnomish rocket proficiently requires the Exotic Weapon Proficiency (firearms) feat.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 5 lb.; MR 2; TS 12; Craft DC 33; Price 915 gp.

Grease Mine: Hardness 0; 1 hp; Size Fine; Weight 1/3 lb.; MR 0; TS 4; Craft DC 10; Price 290 gp per dozen.

Ironjaw: Hardness 1; 3 hp; Size Diminutive (weapon category: exotic, light melee—grapple only); Weight 4 lb.; MR 1; TS 3; Craft DC 18; Price 405 gp.

Lightning Net: **Fuel:** Recharging the battery consumes half a vial of phlogiston.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 10 lb.; MR 2; TS 12; Craft DC 24; Price 595 gp.

Musk Bomb: Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 0; TS 6; Craft DC 15; Price 115 gp.

Net Launcher: A net launcher has a range increment of 40 feet. Reloading it requires 10 minutes and a DC 20 Use Technological Device check.

The net launcher is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Using the net launcher proficiently

requires the Exotic Weapon Proficiency (firearms) feat.

Fuel: Each shot consumes 1 ounce of gunpowder.

Ammunition: The net launcher fires special nets packed into kegs for just such a purpose (25 gp each). Repacking a used net takes 10 minutes and a DC 20 Use Technological Device check.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 10 lb.; MR 2; TS 2; Craft DC 22; Price 175 gp.

Oscillating Hilt: Activating the oscillating hilt is a free action.

Fuel: An oscillating hilt uses 1 vial of phlogiston every 4 hours of continuous operation.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 2; TS 6; Craft DC 18; Price 505 gp.

Splinter Gun: The splinter gun fires darts in a 30-foot cone (no range increment). It deals 4d6 points of piercing damage to the primary target (if the wielder's ranged attack roll succeeds) and 2d6 points of damage to all other creatures within the cone (Reflex DC 15 negates). Reloading the splinter gun takes 5 rounds.

The splinter gun is a firearm and requires a ranged attack roll to hit. Like a long rifle, it requires two hands to use properly. Using the splinter gun proficiently requires the Exotic Weapon Proficiency (firearms) feat.

Hardness 3; 5 hp; Size Tiny (weapon category: exotic, ranged); Weight 15 lb.; MR 1; TS 12; Craft DC 33; Price 2,015 gp.

Swordbelt: The swordbelt is a standard longsword, save for the ability to turn it into a belt. Changing it into a belt (or into a sword) takes 1 minute.

Hardness 3; 5 hp; Size Tiny (weapon category: martial, one-handed melee); Weight 4 lb.; MR 1; TS 2; Craft DC 7; Price 50 gp.

Tinker's Tossor: Starting a tinker's tossor is a free action, but the device takes 2 rounds to build up enough pressure to launch an object. After it does so, it takes another 2 rounds before it is ready again.

Fuel: One vial of phlogiston powers the tossor for ten launches.

Hardness 3; 5 hp; Size Tiny; Weight 15 lb.; MR 2; TS 5; Craft DC 24; Price 640 gp.

Zecker Devices

Zecker's Cloak: Activating Zecker's cloak is a full-round action that provokes attacks of opportunity.

Hardness 5; 10 hp; Size Small (sized for Medium wearers); Weight 25 lb.; MR 1; TS 21; Craft DC 46; Price 26,830 gp.

Zecker's Firestaff: When used as a weapon, treat Zecker's firestaff as a quarterstaff.

Hardness 3; 5 hp; Size Tiny; Weight 25 lb.; MR 2; TS 9; Craft DC 34; Price 3,600 gp.

Zecker's Wand: **Fuel:** One charge of poison costs 200 gp. Creating it requires a DC 25 Craft (alchemy) check.

Hardness 1; 3 hp; Size Diminutive; Weight 1 lb.; MR 1; TS 11; Craft DC 29; Price 3,070 gp.

LANDS OF CONFLICT

Pg. 40: Agramalor, Lord of the Dreadmaul ogres, is a 10th-level warrior/8th-level mage. Lord Kazzak, Lord of the Doomguard demons, is a 10th-level warlock. Archmage Thas'ranan, Commander of Nethergarde's mages, is a 2nd-level high elf/12th-level mage.

Pg. 41: Archmage Thas'ranan, Commander of Nethergarde's mages, is a 2nd-level high elf/12th-level mage. General Lordenson, Commander of Nethergarde's warriors, is a 14th-level paladin.

Pg. 42: Chief Ogg'ora is a 9th-level mage.

Pg. 46: Lord Ello Ebonlocke is a 3rd-level mage/5th-level priest.

Pg. 47: Lord Ello Ebonlocke is a 3rd-level mage/5th-level priest.

Pg. 52: King Anduin Wrynn is a 1st-level commoner. (The statistics in the book refer to former king Varian Wrynn.)

Pg. 53: General Marcus Jonathan has Stealth -6.

Pg. 57: Baron Revilgaz has Stealth +12.

Pg. 62: Edwin VanCleaf has Stealth +17 and Use Technological Device +12.

Pg. 68: Thugrim Seven-Eyes is a 2nd-level shaman.

Pg. 73: Garshilan is a 5th-level warrior/8th-level mage. Baleflame is a 5th-level mage.

Pg. 86: Mug'thol has Stealth -2 (-6 when hiding).

Pg. 87: Gorg is a 4th-level mage.

Pg. 89: Prince Galen Trollbane has Stealth -4.

Pg. 90: Archmage Ansirem Runeweaver is a 13th-level mage/5th-level archmage of Kirin Tor.

Pg. 91: Kel'Thuzad is a 25th-level necromancer.

Pg. 92: Archmage Ansirem Runeweaver is a 13th-level mage/5th-level archmage of Kirin Tor.

Pg. 95: Kel'Thuzad is a 25th-level necromancer.

Pg. 103: Durthis Boneshod is a 1st-level Forsaken/3rd-level warrior/4th-level mage.

Pg. 105: Dark Lady Sylvanas Windrunner is a 10th-level elven ranger/10th-level warrior/10th-level mage.

Pg. 106: Dark Lady Sylvanas Windrunner is a 10th-level elven ranger/10th-level warrior/10th-level mage.

Pg. 108: Master Apothecary Faranell is an 8th-level mage/2nd-level expert/2nd-level dark apothecary.

Pg. 109: Kel'Thuzad is a 25th-level necromancer.

Pg. 113: The Dragonhawks of Quel'Danas are 5th-level warriors/3rd-level mages/2nd-level windriders. Aquel'Luer'Thala is a 5th-level warrior/3rd-level mage/5th-level windrider.

Pg. 115: Warlord Jin'zakk is a 5th-level barbarian/6th-level shaman/8th-level primal.

Pg. 126: Naith is a 3rd-level shaman. Jai'nor is a 3rd-level mage.

Pg. 127: In the left column, in the first paragraph after the boxed text, change "Build Small Devices" to "Small Device Knack."

Pg. 129: The forest troll guard has Stealth +1.

Pg. 130: Bloodstone has Stealth +5.

Pg. 136: Revith One-Ear is a 3rd-level rogue/2nd-level mage. He has Stealth +9 and Tumble +9.

Pg. 138: Rerjik Mashnose is a 3rd-level barbarian/2nd-level shaman.

Pg. 142: Ganthrifal has Stealth +19 and Use Magic Device +24. Due to the new rules for Magic Energy Control, his Will save is +16. He casts spells as a 13th-level warlock.

Pg. 145: The acolyte is a 6th-level warlock.

Pp. 147–148: Mael Shelub is a 9th-level necromancer. He has Stealth +11 (+7 when hiding).

Pg. 148: Blarus Whitrick is an 11th-level warlock.

Pg. 156: Kel'Thuzad is a 25th-level necromancer. Pai Stormbringer is a 10th-level rogue/6th-level necromancer. Ul'haik is a 1st-level high elf/3rd-level mage/9th-level necromancer.

Pg. 162: Tomli Magellas is a 13th-level mage/5th-level dwarven prospector. Ryona Blondbeard is a 6th-level mage/9th-level tinker.

Pg. 164: Master Apothecary Faranell is a 2nd-level Forsaken/8th-level mage/2nd-level expert/2nd-level dark apothecary.

Pg. 167: High General Abbenadis is an 18th-level paladin. Grand Inquisitor Isillien is an 18th-level priest (Holy Light). Highlord Taelan Fordring is a 12th-level paladin.

Pg. 170: Forthisal D'Neve is a 1st-level high elf/6th-level rogue/3rd-level soldier/2nd-level mage.

Pg. 173: Lady Beve Perenolde is a 9th-level rogue/5th-level mage.

Pg. 176: The bayonet, greathammer, and dwarven battle hammer have updated statistics in the **World of Warcraft RPG** book.

Pg. 184: Remove Hide from the dwarven prospector's list of class skills and add Stealth.

Pg. 189: In the crocolisk's entry, replace all instances of Hide with Stealth. They gain their racial bonus to Stealth in the water only when they are hiding.

Pp. 193–194: In the threshadon's entry, replace all instances of Hide with Stealth. They gain their racial bonus to Stealth in the water only when they are hiding.

Pg. 195: Worgen have Stealth +7.

SHADOWS AND LIGHT

Pp. 14–23: Eliminate the game mechanic information for the following epic classes: healer, druid of the wild, necromancer, paladin warrior and priest. These classes are markedly different in the new edition, and the epic rules given here are no longer appropriate.

Pg. 17: Eliminate the information about the epic tinker's scavenge ability, since the ability no longer works the same way. Add the following information:

Cobble: The epic tinker can use this ability one additional time each week every five levels above 18th (5/week at 23rd level, 6/week at 28th level, and so forth).

Coolness Under Fire: The epic tinker can use this ability one additional time each day every two levels above 19th (9/day at 21st level, 10/day at 23rd level, and so forth).

Energy Resistance: The epic tinker gains 5 additional points of energy resistance every four levels above 20th (he has energy resistance 25 at 24th level, energy resistance 30 at 28th level, and so forth).

Pp. 34–35: Cairne Bloodhoof is a 1st-level tauren/10th-level hunter/11th-level scout. He has Knowledge (military tactics) +5 and Stealth +29.

Pg. 36: Muradin Bronzebeard has Stealth +17.

Pg. 37: Orgrim Doomhammer has Stealth +8.

Pp. 38–39: Gul'dan is a 25th-level warlock/4th-level warrior/6th-level shaman. He has Stealth +27.

Pg. 41: Khadgar is a 17th-level mage/5th-level archmage of Kirin Tor. His Will save is +13.

Pg. 42: Krasus (Korialstrasz) is a 5th-level archmage of Kirin Tor.

Pg. 43: Sir Anduin Lothar has Stealth +8 and Swim +12.

Pp. 44–45: Medivh is a 25th-level mage/10th-level warlock (his current path is mage).

Pg. 47: Jaina Proudmoore is a 13th-level mage/4th-level archmage of Kirin Tor.

Pg. 49: Rhonin is a 17th-level mage.

Pg. 50: Maiev Shadowsong has Stealth +27 (+44 when hiding) and Bluff +19.

Pg. 51: Malfurion Stormrage is a 27th-level druid/8th-level scout. He has Stealth +18 (+38 when moving silently).

Pg. 71: Agamaggan has Stealth +38 (+22 when hiding) and Swim +31.

Pg. 73: Aviana is a 23rd-level rogue/14th-level mage. She has Stealth +24 (+20 when hiding) and Use Magic Device +28.

Pg. 75: Queen Azshara is a 43rd-level mage.

Pp. 77–78: Cenarius is a 20th-level druid. He has Stealth +59 (+51 when hiding) and Use Magic Device +32.

Pp. 79–80: Elune is an 85th-level priest. She has Stealth +84 (+80 when hiding).

Pp. 81–82: Malorne is a 45th-level druid/10th-level hunter. He has Stealth +49 (+45 when hiding) and Use Magic Device +48.

Pp. 83–84: Ursoc is a 24th-level warrior/21st-level priest. Ursol is a 24th-level warrior/21st-level shaman. He has Stealth +40 (+32 when hiding) and Use Magic Device +31.

Pp. 85–86: Lord Xavius is a 31st-level mage.

Pp. 87–89: Alexstrasza casts spells as a 38th-level mage.

Pp. 90–91: Malygos casts spells as a 40th-level arcanist. He has access to the mage, necromancer and warlock spell lists.

Pp. 92–94: Neltharion has Stealth +60 (+44 when hiding) and Use Magic Device +71. He casts spells as a 36th-level mage.

Pp. 94–96: Nozdormu casts spells as a 35th-level mage.

Pp. 97–99: Ysera casts spells as a 36th-level mage.

Pp. 99–101: Al’Akir has Bluff +58 and Stealth +66 (+50 when hiding).

Pp. 101–103: Neptulon has Stealth +113 (+97 when hiding) and Tumble +113.

Pp. 105–107: Therazane has Stealth +86 (+70 when hiding).

Pp. 112–114: Aman’Thul is a 20th-level druid/20th-level shaman, and both paths are considered to be his current path. He also has access to the priest spell list.

Pp. 114–116: Eonar is a 35th-level druid.

Pp. 119–121: Norgannon is a 37th-level mage. He also has access to the necromancer and warlock spell lists.

Pp. 121–124: Sargeras is a 22nd-level warrior/16th-level warlock.

Pg. 150: Table 5–6 uses defunct character classes; replace it with the following:

d%	Encounter (Average EL)
0–40	No encounter
41–50	Draenei scout party (1d4+1 draenei Sc3 and 1 draenei Sc6) (EL 7)
51–60	Draenei war party (2d4 draenei War5, 1 draenei War5/Gla3 and 1 draenei Pre7) (EL 11)
61–66	Felguard patrol (1d6+5 felguard and 1 fel stalker) (EL 10)
67–73	Fel hunter pack (2d4 fel hunters) (EL 13)
74–78	Shadow Council destroyers (1 orc Wrl 13 and 1d4+1 orc Wrl 6) (EL 14)
79	Pit lord (EL 21)
80	Eredar warlock (EL 23)
81–85	Fire elemental squad (2d4 Large fire elementals and 1 Huge fire elemental) (EL 11)
86–93	Fungal horror†† (EL 11)
94–98	Nether dragon†† (EL 19)
99–100	Nether dragon, netherwyrms†† (EL 28)

Pp. 151–152: The fungal horror has Stealth +14 (+6 when hiding).

Pp. 157–159: The nether dragon has Stealth +31 (+19 when hiding) and Tumble +23. The netherwyrms has Diplomacy +42 and Stealth +46 (+30 when hiding).

Pp. 162–164: The spells are at the levels listed, save for *greater finger of death*; replace the Level entry with “Level: Ncr 12, Wrl 12.”