

## *Shadows of the Last War Errata*

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. Exceptions to the rule will be called out specifically.

### **Page 6: Where Is the Schema?**

The schema is incorrectly referred to as a six-pointed star. It should be a seven-pointed star.

### **Page 22: Carcass Crab**

The carcass crab should have 36 of its 51 hit points remaining, since it is injured. The carcass crab's AC of 19 is correct (-1 size, +2 Dex, +5 natural, +3 armor); however, its touch AC should be 11, and its flatfooted AC should be 17.

### **Page 23: Wand of Magic Missile**

The *wand of magic missile* found in the carcass crab's heap of treasure has 30 charges.

### **Page 23: Talaen Kara Sidebar**

The weapon should be a +1/+1 *Valenar double scimitar*. The amount it sells for (4,925 gp) is low because of the restrictions on who can use the item (CG Valenar elves or rangers only, and only mounted wielders gain all of its powers).

### **Page 30: Area W16 Treasure**

Among the items found in area W16 of Whitehearth is something called an *essence node of blinding*. This item should be changed to *essence of the scout*; the description for this item can be found on page 269 of the *Eberron Campaign Setting*.

### **Page 30: Living Color Spray**

The living color spray in area W19 should be Medium size. The change in size affects its speed (20 ft.), Armor Class (AC 10, touch 10, flat-footed 10), grapple modifier (+2), and slam damage (1d4). It also has DR 10/magic, not DR 5/magic.